PLAYSTATION 2 MAGAZINE

PSM2

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WORLD FIRST REVIEW!

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SCANDALOUS EXCLUSIVE!

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WE DRIVE THE DUB EDITION!

PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 54 ■ MAG+DVD ■ £3.99

WORLD EXCLUSIVE!

LEGENDS SPECIAL!

SMACKDOWN! VS RAW

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TO PLAYSTATION®2

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PlayStation®2

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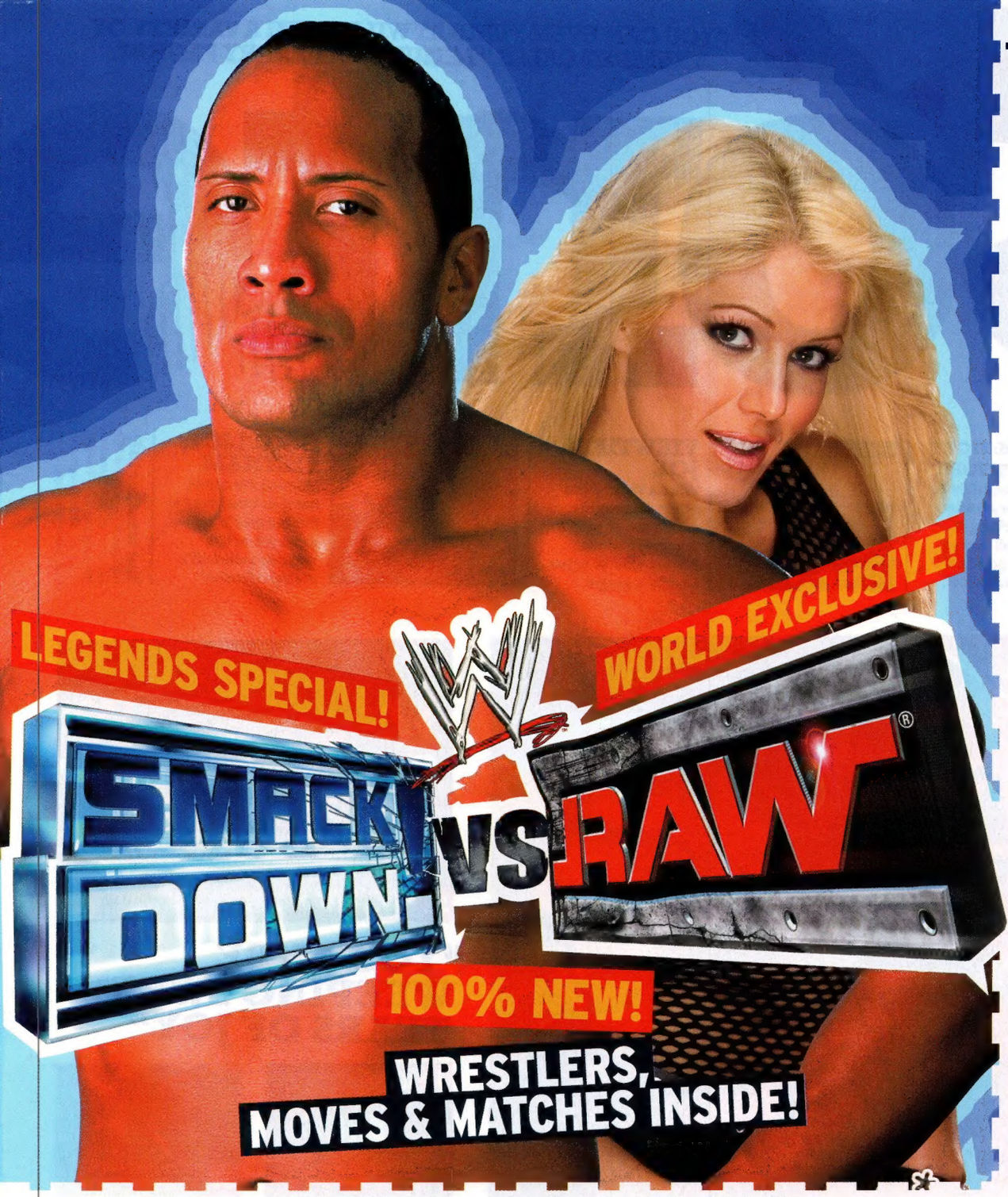

Welcome to PSM2

We've been busy this month. Three – no, four – exclusive reviews. Prod Ed Jorin leaving <cheers>. *That GTA* trailer. But, no, we mean we've been out and about a bit more than usual this month. The highlight of which was the opportunity to meet some of you at the Gamestars Live show in London on September 1st to the 5th. No shit. We love a good game show. Meet people. Play games. Arse about.

But, much as everyone we met enjoyed themselves (they told us so) we felt that something was missing. For all the huge stands, swishy docklands venue, relentless tube advertising and 'Games! Brilliant!' promotion, the show was a bit of a damp squib. It set us thinking that marketing men just don't understand videogames. Tossing off T-shirts from a stand cobbled together out of plywood just doesn't cut it anymore. Neither does the five-minute presence of five-minute 'celebrities'. If you're going to have a games show keep it all about the games. Make it easy to understand, have well-organised tournaments and if you're going to promise 'all the big games' make sure they're actually there.

Everyone we met loved the show. But we expect more. And you should too. How about this. How about we take a crappy transit van out on the road with a copy of *San Andreas* in the back? Any takers? Thought so.

ONLY PSM2 BRINGS YOU...

Accelerator:

- Scything, clag-stripped news, interviews and screens from the world's biggest games
- More hands-on verdicts than any other mag
- PSM2 takes you behind the scenes like no-one else can, or dares
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in-depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo – the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voice-over
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...
- PSM2 – playing PS2 longer, harder, faster. Still.

"YOU CAN EVEN PUMP AT WILL, WITH A VARIETY OF TRUMPET CALLS." LEISURE SUIT LARRY PAGE 84.

Conte

60 **DEF JAM: FIGHT FOR NEW YORK**
Party for your right to fight! Henry Rollins and Flava Flav get medieval all over yo ass in EA's potential *Smackdown*-beater.

66 **VIEWTIFUL JOE**
What a Viewty! The original Gamecube smash comes to PS2 and gets a whole helmet-load of extras. Henshi-a-go-go!

88 **CONFLICT: VIETNAM**
Momma, I'm comin' home in a bodybag! Is this the best 'Nam game yet, or has *Vietcong* pulled off a sneaky offensive?

You want more?!
How about Tiger Woods PGA Tour 2005 (page 62), Madden NFL 2005 (page 82), Flat Out (page 42), and Midnight Club 3: Dub Edition (page 46)?

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WRESTLING LEGENDS REVEALED

Spanking, foul play... and Bret Hart's finally back! Everything you need to know.

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"YOU'LL BE WEEPING SWEET TEARS OF JOY"

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.

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nts

OVER 2HRS OF PRIME TIME PS2!

TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

STRAIGHT THUGGIN'

GTA: SAN ANDREAS

The revelations fly thick and fast and we've got fresh screens, maps and the Madchester connection explained right here!

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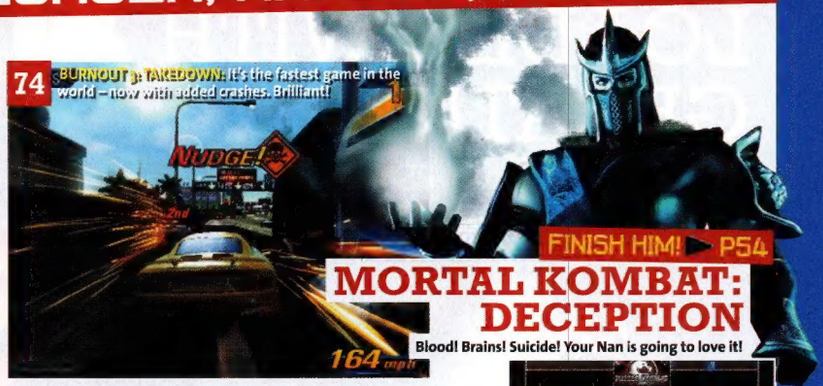
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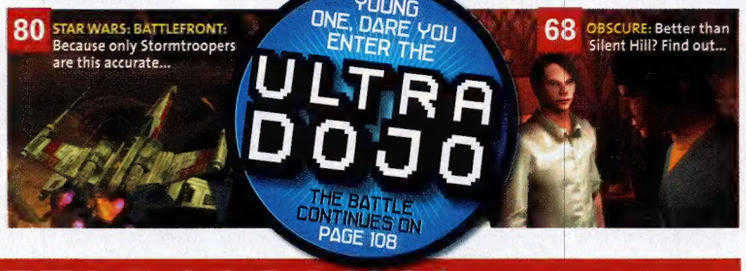
BURNOUT 3: TAKEDOWN: It's the fastest game in the world – now with added crashes. Brilliant!
NUDGE!
FINISH HIM! P54
MORTAL KOMBAT: DECEPTION
Blood! Brains! Suicide! Your Nan is going to love it!
164 mph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STAR WARS: BATTLEFRONT: Because only Stormtroopers are this accurate...
YOUNG ONE, DARE YOU ENTER THE
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PSM2 - THE WORLD'S GREATEST PS2 MAG!

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Written by gamers for gamers. We've played every game we preview. And that's a promise.

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Winning Eleven 8 101
Viewtiful Joe 101
Crimson Sea 2 101
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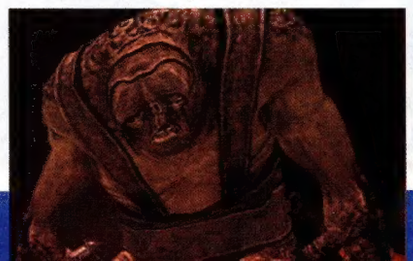


ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

OUR NEW LOOK DVD IS LOADED WITH GREATNESS!

Yes, it's finally here. PSM2's new, easier, cleaner, sexier DVD is here!

PLAYSTATION 2 MAGAZINE + DVD
PSM2 DVD
MORTAL KOMBAT DECEPTION
IN-GAME ACTION AND MAKING OF MOVIE!
KILLZONE™
100% NEW! EXCLUSIVE FOOTAGE!
43
GREAT NEW PS2 GAMES ON OUR NEW LOOK DVD!
FLIP THE DISC FOR FULL CONTENTS
grand theft auto SanAndreas
16+
FRESH FROM THE STREETS – DIRECT TO YOU!

MORTAL KOMBAT: DECEPTION

Ed Boon, the master of disaster talks you through his latest death-fest!

THIS MONTHS PSM2 DVD HIGHLIGHTS!

ODDWORLD STRANGER

Possibily the most unhinged (and stunning) PS2 game ever.

LEISURE SUIT LARRY: MAGNA CUM LAUDE

Some frankly scandalous in-game action from the master.

GRAN TURISMO 4

New trailer reveals new cars and tracks. You got it right here.

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO™

ALSO ON THIS MONTHS PSM2 DVD...

KILLZONE

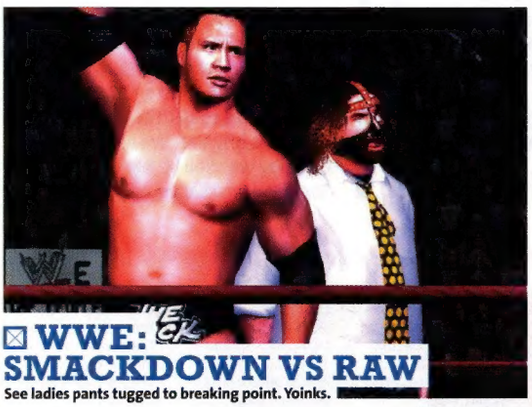
Brand new footage lifted direct from the game. Taste the war here.

46 AMAZING GAMES!

Jak 3, Ratchet 3, all the future hits you need on one massive DVD.

GRAND THEFT AUTO: SAN ANDREAS:

Feel the love on the streets of San Andreas. Oh my.



WWE: SMACKDOWN VS RAW

See ladies pants tugged to breaking point. Yoinks.

ACCELERATOR

All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

GTA: SAN ANDREAS

- ODDWORLD: STRANGER
- COLD WINTER
- FAR CRY INSTINCTS
- 25 TO LIFE
- SNOWBLIND

COMING SOON

The place to see exclusive footage from all the hot games of the future.

KILLZONE

- GRAN TURISMO 4
- WINNING ELEVEN 8
- WWE SMACKDOWN VS RAW
- LEISURE SUIT LARRY
- DEF JAM: FIGHT FOR NEW YORK
- OUTLAW GOLF 2
- CLUB FOOTBALL 2005
- SHADOW OF ROME
- STARCRAFT: GHOST
- UNDER THE SKIN
- SLY 2
- JAK 3
- RATCHET AND CLANK 3
- CRASH TWINSANITY
- SPYRO: A HERO'S TAIL
- FIFA 2005
- THUG2

REVIEWS

Reviews for every new PS2 game. Complete with commentary from the team.

BURNOUT 3

- VIEWTIFUL JOE
- TIGER WOODS PGA TOUR 2005
- HEADHUNTER: REDEMPTION
- COLIN MCRAE RALLY 2005
- VIETCONG: PURPLE HAZE
- FORGOTTEN REALMS: DEMON STONE
- OBSCURE
- CONFLICT: VIETNAM
- SPY FICTION
- CRIMSON SEA 2
- INDYCAR SERIES 2005
- MADDEN NFL 2005

PS2 TIPS

Footage of expert PS2 players in action. Watch and learn. See the Ultra Dojo on page 108 for more

DRIV3R: I AM THE WHEELMAN COMPO

- FINAL FANTASY X BY MATTHEW TRUSCOTT
- SPLINTER CELL 2 BY STEPHEN MCROSSAN
- SINGSTAR BY LEE HAMMOND
- BURNOUT 2 BY RYAN PRICE

EXTRAS

Special features and extra bonus footage. Plus a hidden secret... can you find it?

MORTAL KOMBAT DECEPTION INTERVIEW

- CATWOMAN: HALLE BERRY INTERVIEW
- CREDITS

HOW IT WORKS

■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down L3 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 108 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

MORTAL KOMBAT: DECEPTION ED BOON INTERVIEW: The maker of the game (and every *MK* game ever) talks you through every mode of the amazing *Deception*.
CATWOMAN: HALLE BERRY INTERVIEW: The A-list actress discusses being turned into a dodgy PS2 game. Yes!
CREDITS: Find out who does what.

DON'T MISS THE SECRET FOOTAGE!

■ Each month we hide a piece of footage on the DVD to tease you. Can you find it? Don't worry if it evades you, this box will be back next month to tell you where it was.

QUOTE OF THE MONTH: "I CALL ON YOUR READERS TO DISCARD THEIR PUFFIN CLASSICS"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

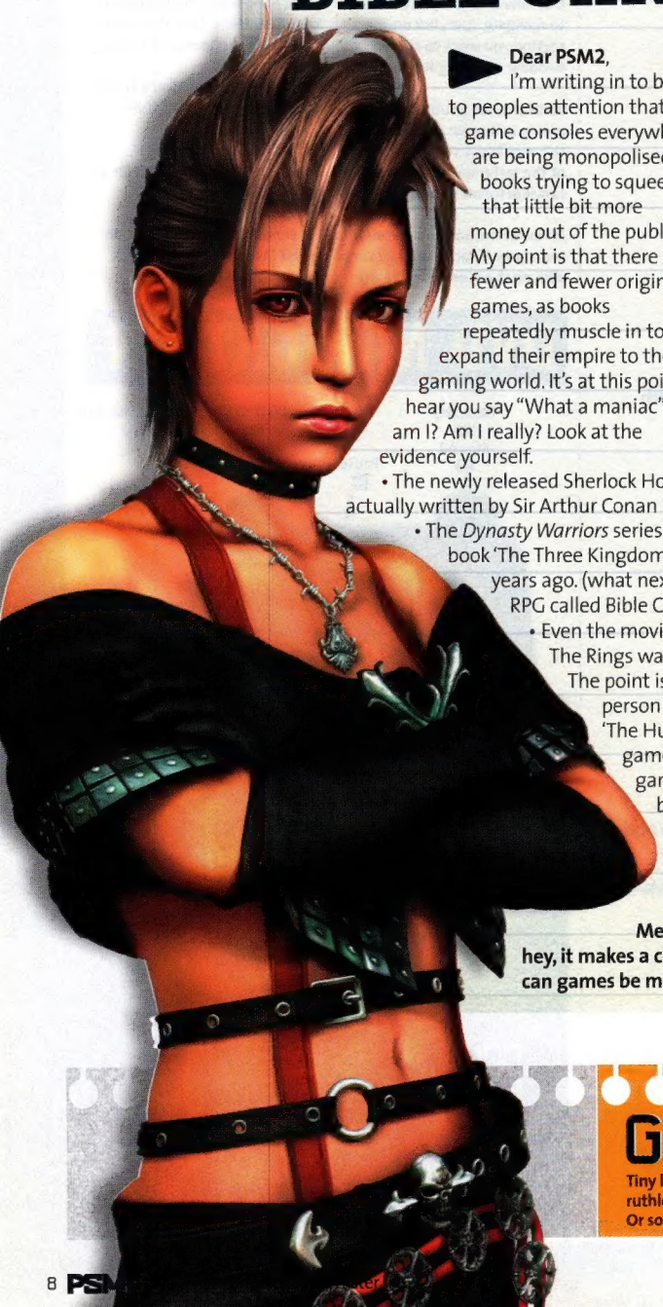
► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

LIT-CRIT: "WHAT NEXT? A TURN-BASED RPG CALLED THE BIBLE CHRONICLES?"



► Dear PSM2,

I'm writing in to bring to peoples attention that game consoles everywhere are being monopolised by books trying to squeeze that little bit more money out of the public. My point is that there are fewer and fewer original games, as books repeatedly muscle in to expand their empire to the gaming world. It's at this point, I hear you say "What a maniac" but am I? Am I really? Look at the evidence yourself.

• The newly released Sherlock Holmes game was actually written by Sir Arthur Conan Doyle in 1887.

• The *Dynasty Warriors* series is based on the book 'The Three Kingdoms' written 1800 years ago. (what next - a turn-based RPG called Bible Chronicles?)

• Even the movie miracle Lord Of The Rings was a book first.

BLING DYNASTY: Even this barmy slash-'em-up is based on a 1800-year-old book.

ORIGINAL SIN: Killzone has one of a decreasing number of original game stories.

The point is, if we want to avoid first-person shooters called 'To Kill A Mocking Bird' and platformers like 'The Hungry Caterpillar' in the near future , we need more original games like *Killzone*, and *Final Fantasy*. So I call upon players of games everywhere to burn their library cards, egg their bookstores and discard all of your favourite Puffin classics in an attempt to rid gaming of re-made famous litterary creations or else we will have no-one else to blame when the inevitable new read-em-up genre comes into being.

Rory Keenan, e-mail

Mental as all this is, it's the best letter we've had all month – and hey, it makes a change from the 'why so many movie games?' debate. How can games be more original? Get writing...

SAVE OUR LARA

► Dear PSM2,

What I want to see in the new *Tomb Raider* is a good finale; a long, final adventure that has everything a kick ass *Tomb Raider* game needs. This means more vehicles (even ones that can fly), stronger violence (brutal, uncaring etc), and a relatively high shit-your-pants factor. Lara must remain an existentialist because it's her strongest characteristic – no thanks to Team Lara. Even the puzzles need to be less repetitive and dull. Why not teach foreign words, numerals etc to gamers with a map/notebook item that allows you to understand letters, numbers, words etc and puzzles that use general knowledge that you need to learn during your adventure.

Dudley Palgrave, Norfolk

At this point, Dudley started going on about a team-up with comic-lady Witchblade, and we lost interest. Like the foreign language idea, though. And here's another *TR* letter...

KURTIS BLOWS

► Dear PSM2,

I figured I'd send in my own wishlist for *Tomb Raider 7*, seeing as one of the KTOB (Kurtis Trent Oestrogen Brigade) has to get the ball rolling. Yes, I said brigade. We are an army. One day we shall be the ones making *Tomb Raider*, I kid you not. And the

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Or something. Keep 'em coming!

THAT'S WIFE

In *FIFA*, you could even own your own house and find a wife.

Dominic Turner, email

What? Why?

SHITTY

Shitty EA games are taking over my life!

James Lay-Flurrie

Not as good as last year's are they?

GRAND THEFT

People like Atari spend God knows how much money developing *Driv3r* and charge you thousands!

FIRST AMONG SEQUELS: Should they finish the *Angel of Darkness* story or just start again?

SPEAK TO THE TEAM OCTOBER 8TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday September 10th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"OH, AND HE'S EYE CANDY FOR THE LADIES AS WELL."

staff will be all female.
Anyway, the things I near-demand to be in the game are these:
1) Kurtis Trent. He gave Lara a lot more depth, and he himself had so much depth as well – the first supporting character for *Tomb Raider* that had a his own story. Oh, and he's eye candy for the ladies as well. But you wouldn't understand that aspect.
2) Joachim Karel. Know what I hate the most? The fact that *AOD* ended abruptly, just when Karel was introduced as a proper villain. And he is, and I say this truthfully, the BEST villain the series has had yet.
3) The Script. Dear Lord. We need more lines with 'heart' to them. More sarcasm from Lara and less general pissed-offedness. More wry jokes, less... well, pissed-offedness. You see my pattern?

Of course, you could choose to go back to the way things were, having Lara tomb raid in Egypt and find this artifact and fight this baddie yaddah yaddah... but I'd prefer the alternative, and I know I'm speaking for at least 70-90% of the *Tomb Raider* fan community when I say that *Angel of Darkness* needs to be continued, if only to tie up loose ends.

Andrea Christoph, via email

We got several letters like this from the KTOB, though opposing faction Lara Croft Online were all about dual handguns and the return of Lara's mansion. Girls. They're a force to be reckoned with, no mistake.

LION? OH...

►Dear PSM2,
Quite frankly, I'm getting a bit sick of reading letters from these anachronistic morons who claim to like Thundercats. I saw that TV show when I was just a toddler, and even then I thought it was crap. 'The Golden Age'? More like the 'Forsaken Age', and for a good reason too! All those '80s cartoon shows were a pile of shit; Thundercats, Transformers, He-Man, Ulysses – I could go on, but I don't want to fill the whole page. Just compare them to today's other cartoon shows, like Dragonball Z.

Matthew Power, via email

Let's get this straight – DBZ the comic: great. DBZ the show – badly-animated tosh where a single fight takes upwards of six episodes. And never – *never* – speak ill of He-Man or Ulysses again.

SIMS SHITTY

►Dear PSM2,
I'm really really annoyed at the fact that EA keeps releasing separate *Sims* games on the PS2 rather than doing a PC style add on pack. The PC version is far superior as the game just gets bigger and bigger, which ends in a really BIG and consuming game. What has happened to add-on packs for the PlayStation, like GTA London? Is it just that it isn't feasible anymore, or game companies simply don't like doing them?

Elizabeth Gregory, Linconshire

PHONE PSM2 WITH: YOUR SAN ANDREAS IDEAS TEA-MAKING TIPS FOR MILF

Well, they'd be tricky to do – and why bother doing a limited-market add-on when you can do a sequel and make extra cash?

FUTURE PERFECT

►Dear PSM2,
Just thought the following information might interest you: I am psychic. Yes, like in *Psi-Ops*, except my ability is to read the future.

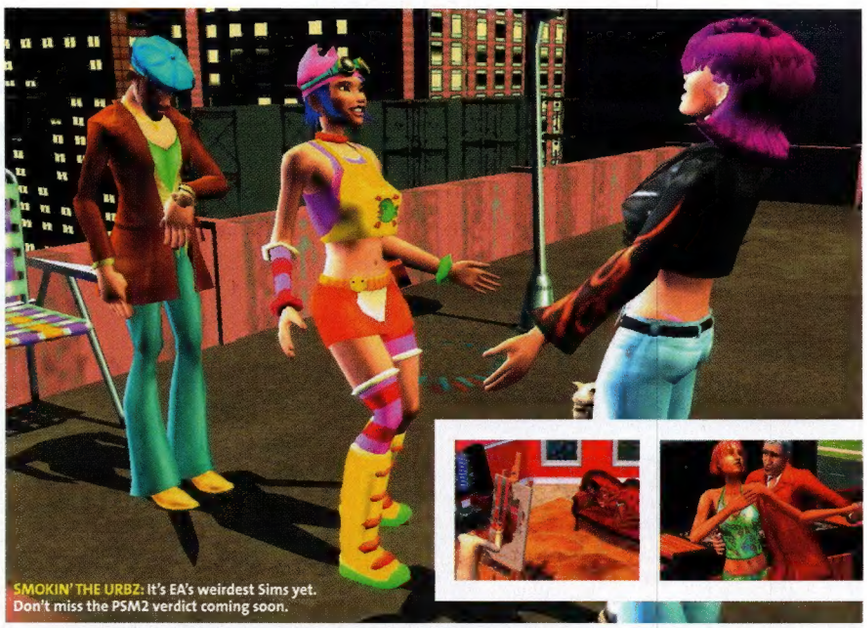
And the future is: *GTA: SA* you will give 95%, describing it as better than *Vice City*, but not having the same impact.

Killzone you will give 92%, describing it as excellent, but not quite as good as *TS2*.

MGS3: SE will have you all in a tizzy, and you will give it 98%, and describe it as The Best Game Ever. *Burnout 3* will get 86% and *Headhunter: Redemption* will get 91%.

Jaffa, email

We like this letter. You're completely wrong so far. But nice try.



SMOKIN' THE URBZ: It's EA's weirdest Sims yet. Don't miss the PSM2 verdict coming soon.

Sounds like you're in the wrong shop.

QUERY

What if you guys just replaced the 2 with a 3? You'd be *PSM3*.
Abbas Razzaq, email
We're working on it.

GLUBBLE

Mr Kelly sounded like he was locked in a chest underwater with soundproof sides.
Jack, Cork
Now you mention it...

UNDER-AGE

I'm 14 years old and I was able to buy Hitman easily
Adam Doherty, e-mail
Stay where you are. The cops are on their way.

KNIFE SWAP

Snake doesnt like knives and we see Snake using the knife without reluctance. Maybe it is Raiden.
Colm O'Sullivan, email
Do you see? *Do you?* We're so right.

PSI-MAN SAYS

I now control Milf's mind.
Matthew McNeil, Erie
Cool. Get him to make the tea, would you?

BLESSED BE

Here is a list of things which I think would vastly improve most games:
Brian Blessed.
Anna Williams, email
Sorry, but the others weren't funny. Nice name, by the way.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

As we do every year round about this time, we've had a lot of letters from readers wanting to get jobs in the games industry. Here's how to get into games the PSM2 way.

"WOULD EXPERIENCE AND PERSONALITY BE VALUED MORE THAN ACADEMICS?"

GIZZA JOB

►Dear PSM2,

I'm a college student from Taunton in Somerset, and am currently deciding whether or not to go to University next year. After reading your magazine for about a year now I have developed a keen interest in game journalism. I'm writing to ask if you need to go to University if you were to be a games journalist. What sort of qualification would you need or would experience and personality be valued more than academics?

My two main interests are writing and gaming, and so something that combined the two would be great.

If you are able to give me any information regarding this matter then I'd be extremely grateful!

Rob Pearson, Somerset

AND ANOTHER ONE

►Howdy there!

I was just wondering how it would be possible to get a job in the computer games industry, I'd love to work for a mag like yours or something similar. I'd be grateful for any info you could give me!

Amy X, via email

Right then. We get this sort of letter a lot. So, once and for all, here's an *infallible* guide to getting a job with PSM2.

• Step 1: Write some reviews. Five would be a good number. Try to mix good games with bad, so we know you can write a justified half-page kicking as well as a lengthy hymn to all things *PES*.

• Step 2: Spell check them. Though your writing *might* be good enough to get you a job despite your inability to get apostrophes in the right place, it definitely makes it trickier. Lazy spelling and grammar makes people want to bin your application.

• Step 3: Stick them in a drawer. Read them a week later. Still funny? Still as good as the reviews you see in the mag? Sweet.

• Step 4: Write a CV with any relevant experience you've had. Keep it to the point and no lies. Just the facts please.

• Step 5: Write an essay entitled 'Why You Should Give Me A Job' and sell yourself big-style.

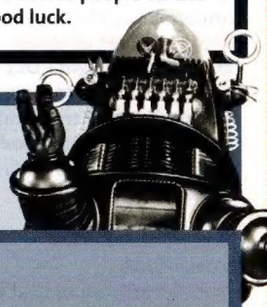
• Step 6: Write a very short covering letter explaining what you want (ie, this is me applying for a job) and send the lot to the Editor of any magazine you like AND the company's HR department. That's right. Two packages.

• Step 5: Wait for the call. If you're up to the PSM2 standard, we'll give you a job. And no, you don't *need* to go to university either – some of our reviews crew did, some didn't – but it will help. As will a sense of humour, insane work ethic and willingness make friends and talk to people on the phone. Good luck.

WRITE TO PSM2 WITH: BRILLIANT REVIEWS AMAZING IDEAS FOR NEW GAMES WILL YOU EVER BUY A PSP?

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!



© Kobal

MAKING MUSIC

►Dear Robo-Mind,

I've recently bought MTV Music Generator 3 and I've made some really cool tunes, but i can only listen to these tunes at home on the PS2. Is there any way of transferring these songs from the PS2 so I can listen to them on CD whenever I like? I was thinking of phoning up the game developers to ask them, but I thought I'd ask the Robo Mind first.

Deepal Matarage, Harrow

Emotional meatling! If you MUST save your 'tunes' to a more permanent medium, take an optical TOS-link (stop giggling) cable from the Digital Out port onto the back of your PS2, then hooking it up to a minidisc or CD recording device. Alternatively get an audio out box (an SCPH 10130) and run the red and white audio outs to your PC. Record as WAV files then burn a CD as normal. Fool.

WHIRR

►Dear Robo-Mind,

I think my joypad's broken. It's started making a funny clicking noise, and it doesn't vibrate so much as wobble. Is there any way I can fix it?

Trevor Goldsmith, email

Impudent skin-pouch! Sounds like you're having exactly the same problems the PSM2 organ-baskets had with Gungrave – certain games work the DualShock's rumble action so furiously that it just gives up the ghost after a while. It should work fine, but you won't be able to enjoy that vibrating motion. Maybe you should get a new one. Err...

DANCING FOOL

►Dear Robo-Mind,

Can I use a dance mat with Mad Maestro or Gitaroo-Man?

John Macnamara, email

No, you pestilent food-hoover. Gitaroo-Man requires the use of the analogue stick, and Mad Maestro is one of the few games to make use of the DualShock's analogue equipped buttons – neither are suitable for your meat-hoofed plodding. Besides which, neither game is about the irregular motion you humans call 'dancing'.

HEY YA

►Dear Robo-Mind,

Is there any chance of you running a guide to programming in Yabasic, the programming tool from the PS2 demo disc?

James McHardy, email

You're out of luck, fragile human. PSM2 were foolish enough to feature a guide to the pathetic Yabasic in issues 7 and 8 and they've got no intention of EVER touching it again. After all, why waste precious time on typing out 10 PRINT 'I AM GREAT' when you could be playing a game programmed by professionals – or, better yet, going to the pub and sharking for girls. Hmm. Has someone been effing with my emotion circuits again?

BUTTER UP

►Dear Robo-Mind,

I recently buttered my PS2's ports, slipped a pancake into the disc tray, dropped it off an open topped bus and tried to plug it into a dolphin. Now it isn't working. Any suggestions?

Laslow Puente, Lewisham

Yes. DO NOT MOCK THE ROBO-MIND! That is all.

PLAYSTATION 2 MAGAZINE

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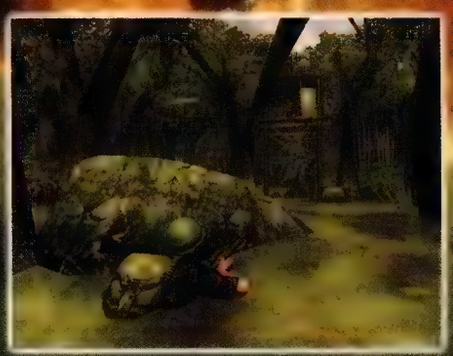

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"SNAKE HAS A NEW PLAYABLE FRIEND IS IT A MAN? IS IT A LADY? IS IT RAIDEN WITH SHORTER HAIR?" SEE PAGE 24

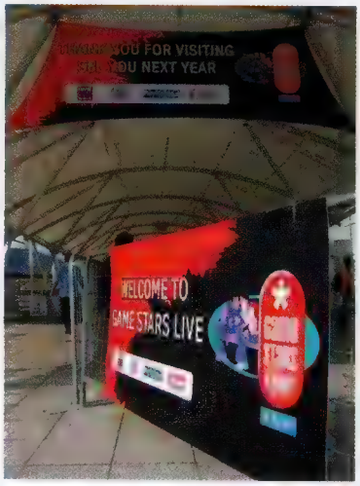
Acce

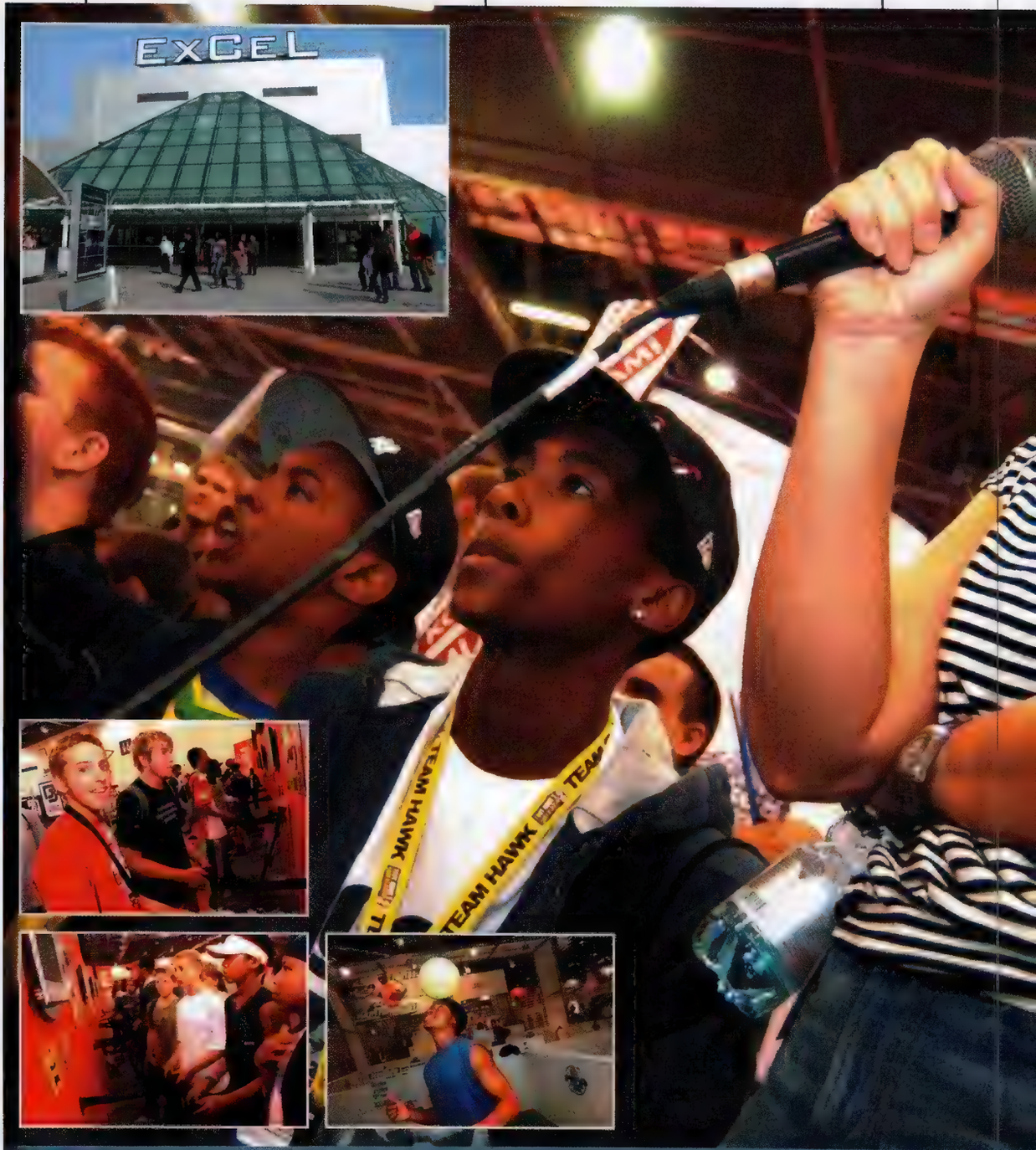
15 LADY EXPLOSION!
We're pleased to report that more games are resorting to using attractive girls to promote games. Disgraceful...

16 STAR WARS LEGO!
The highlight of Gamestars Live: the first airing of Star Wars Lego! No wait we can explain! See page 16 for the first look.

24 SAVE OUR LARA!
The PSM2 campaign to make the next Tomb Raider game good again continues! Here's an update of your ideas so far.

You want more?!
Check out Constantine (15), the sequel to Ico, Nico (16), all the latest on Metal Gear Acid (24), and how to get your PS2 online wirelessly (18). We've got the lot.





erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

GAMESTARS GOES OFF!

Gamestars Live event rocks London. Gamers get to play big new games. PSM2 in attendance. Crowds curiously absent...

This year's big UK games show got underway in London's Docklands on the 1st of September and proved to be a success – albeit not a great one. London's massive middle-of-nowhere Excel exhibition centre was the home to stands from the likes of Activision, Atari, Konami, Vivendi and – biggest of all – Electronic Arts, offering showgoers the chance to play many of this year's big new games.

After rubbing shoulders with gamers for a couple of days it became pretty obvious which titles were winning and which were wasting their time. Top dog at the show was the first airing of *Pro Evolution Soccer 4* on the Konami stand. A stand which consisted of little else besides a huge viewing area and a stage where players could play against each other in daily tournaments. The sheer popularity of the competition and determination of the hundreds of *PES*-mad punters turned the hourly raffles of entry tickets into frantic scrums of jubilation and disappointment. And this was before the matches begun. Once play was underway (after the competitors had fought their way through the crowd to the two-man play podium) spectators booed poor play, dissed bad player selection and generally ripped the piss out of anyone lucky enough to complete. Still, thousands of people got to play *PES4* and the verdict on the game was a unanimous thumbs up. Check our hands-on on page 38.

Another big hit was *Burnout 3*, set up in both single-player and multiplayer pods. Everyone who passed by simply had to have a go while an open-mouthed crowd winced and gasped in time to the action. It's a winner and no mistake. Review on page 74. Over on the Activison stand players got their first look at *Star Wars: Battlefront* (reviewed page 80) and *THUG 2* which, thanks to it's all-new ultra-childish Bam-ification was a big hit with parent-hating under-12s.

"TOP DOG OF THE SHOW WAS THE FIRST AIRING OF PRO EVOLUTION SOCCER 4"

Elsewhere players moaned about the lack of outright bongo in *Playboy: The Mansion* and the lack of blood in *Shellshock*. Seems the ability to blow limbs clean off and have your victims writhe around in agony just isn't enough for some folks. And the lack of booth babes on offer had the PSM2 snapper in a right old pickle. "At E3 you can't turn for muff," he commented, astutely.

On a similarly downbeat note the promised 'celebs' failed to appear, though Lee Ryan from Blue was spotted promoting the outrageously named Gizmondo handheld (we don't think PSP has much to worry about) and Michael Carrick of Spurs popped up on that ultra-popular *PES* stand to thrash a few punters. The man has skills. Embarrassingly, one of the most popular areas of the show was the retro section, crammed with the likes of Centipede and Tron where punters could play rubbish games from yesteryear for free. With so many new games just yards away why would anyone want to pay £6 to get in then play Pac Man for hours? Hmm. Perhaps that says it all really.

PSM4 RECKONS *Maybe it was because they cleverly timed the show for when most people had gone back to school. Maybe it was because if was their first show. Whatever, the show was good, but not great. Better luck next year.*

LIVE AND DIRECT

Couldn't be arsed to drag yourself out to Excel for Gamestars Live? Or were you just one of the countless thousands of gamers who had to get back to school on September 1st (nice one, organisers). If so, here's what you missed.

LOVELY LADIES: Best of a bad crop were the Vodaphone girls. We'll call you later, ladies.

BATTLEFRONT REVEALED: You lot got to play the finished Battlefront before we did. Sheesh.

QUEUES: Big games inevitably drew the big crowds. Getting at *PES4* was particularly tough.

PODS: There were enough games, plenty of pods but not enough celebs and compos for us.

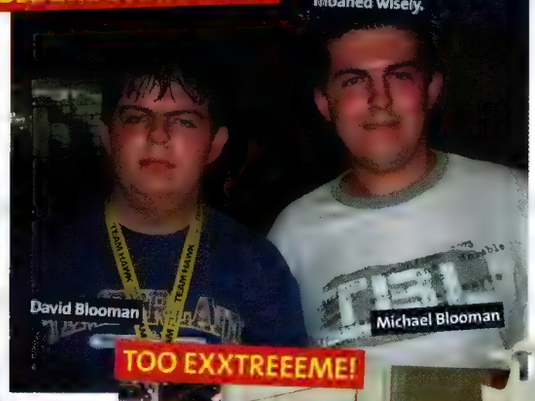
LIVING LARGE AT GAMESTARS LIVE

The best bit of any show is listening to fellow PS2 fans wax about their favourite games. On our travels we encountered:

THE BRISTOL MASSIVE

This four man crew from the Westside travelled far to be at the show and gave it an enthusiastic thumbs up. Tim Blowers particularly liked *Burnout 3* and *Star Wars: Battlefront*, as did his cohort Chris Lewis. Meanwhile Daniel Everhard and Chris Heale were firm *PES4* fans – a popular choice for game of the show.

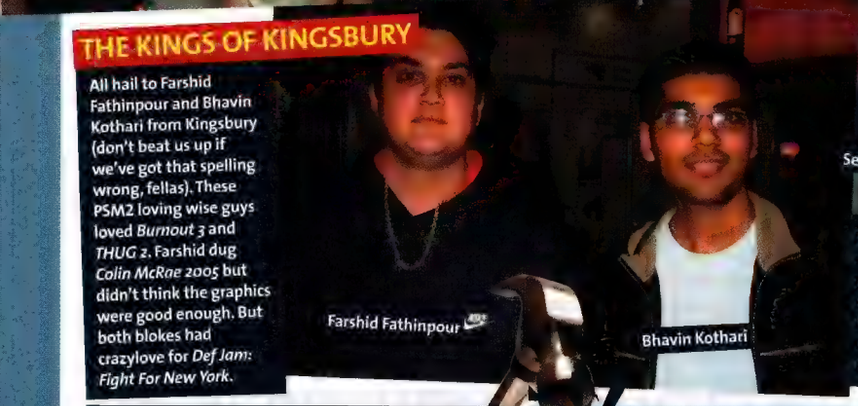
THE BLOOMAN BROTHERS



David and Michael hailing from Hainaught loved the show too. Despite being loyal *PES4* fans they were impressed by *FIFA 2005*. "The best yet," they nodded. They loved the *THUG 2* freakout mode (where you go mental if you fall off) but were disappointed by the jazz-free *Playboy: The Mansion*. "It's just *The Sims*," they moaned wisely.

THE KINGS OF KINGSBURY

All hail to Farshid Fathinpour and Bhavin Kothari from Kingsbury (don't beat us up if we've got that spelling wrong, fellas). These PSM2 loving wise guys loved *Burnout 3* and *THUG 2*. Farshid dug *Colin McRae 2005* but didn't think the graphics were good enough. But both blokes had crazylove for *Def Jam: Fight For New York*.



TOO EXXTREEEME!

Word up. Sean Goodland and his homies cast aspersions on all the *PES4* love. "We hate sports games," he barked. "But we like extreme sports," elaborated buddy Jake Smith. Naturally therefore they loved *THUG 2* and *Burnout 3*. "But where was *Killzone*, *Tekken 5* and *San Andreas*?" demanded Owen Deere. Dude, you said it.

GAMESHOWS EXPLAINED

Regular PSM2 readers will have heard us spout on about E3, the biggest gameshow in the world, that takes place in Los Angeles. Well instead we get ECTS, the most boring tradeshow in the world in London, and new rival Gamestars Live (with the EGN business show bolted on the side). However some smartass decided to put both shows on at once, resulting in a lack of punters to go around. Hardest hit was old ECTS (we got the hell out of there within 10 minutes). Faring much better was GameStars Live but this too suffered thanks to them ignoring the fact that many gamers were back at school and therefore unable to attend.

Seems that the real winner in the show stakes this year will be the return of The PlayStation Experience. Rather than ally itself to either of the rival shows Sony are doing their own thing on the 23rd September at Alton Towers and it's looking like a belter. We'll be there. Check it out next issue.

GAME SHOW-O-METER

WHICH GAMES SHOWS ARE THE BEST?

HOT

E3: Where all the big games are shown first. This is the daddy.

Tokyo Game Show: Where all the Japanese developers show off.

Leipzig: New Euro upstart in Germany. Getting bigger every year.

PlayStation Experience: Open to the public and 100% PS2.

Gamestars Live: An OK first year. Next year will be better.

ECTS: On its last legs. Will there even be a show next year?

NOT

THE HIT LIST

WHICH GAMESTARS GAMES WERE HITS?

1) **PES4:** "The best game ever. Loads better than *FIFA 2005*," insists Joe Thom of Essex.
2) **Burnout 3:** "I didn't know it would be so fast," gasps Simon Price of Stoke.
3) **Star Wars: Battlefront:** "I'm online as I really want to play this," believes Colin Grover of Leeds.
4) **Def Jam: Fight for New York:** "Much better than the boring wrestling games," promises Tom Moloney of Belfast.
5) **THUG 2:** "It looks like a real laugh," presents Jamie Shearer of Harlow.

DEAR MR GAMESTARS LIVE.

Nice Show, But Fix These Things Before Next Year. Thanks.

We chatted with punters at the show and together we've put together this list of things to fix for next year. Are you listening Mr Gamestars?

1) Kill The Lights
The PlayStation Experience is always really dark and moody and you feel like you're 'inside' something. Excel was flooded with cold lighting from above and most of the stands were revealed as being the scaffold and plywood affairs they really were. We like a bit of mystery and magic at our game shows thanks. Get this sorted.

2) £6 for a ticket?
And £12 for 'adults'? With no PlayStation Experience style 'goodie bag' to take away it's a bit steep.

3) Better Tournaments
We need more clarity. Where can we compete? How do we enter? Or just give Konami a cut-price massive *PES* stand so they can do a massive proper *PES* tournament without punters having to fight with each other.

4) Lose Anything That Isn't Videogames
Get rid of all the 'Reality Vs Games' activity bullshit. We can smell the over stimulated mind-matter of a desperate marketing executive at work. Just give us more, better videogames to play.

5) Better Celebs
If you're going to promise 'celebrities' how about you sign them up and announce them before the show actually starts. That way people can come and see them.

6) More free stuff
Only Ubisoft made the effort to dish out a chunky Playboy funpack. Come on EA – you can afford it.

7) Where's the REALLY big games?
Killzone was conspicuous by it's absence and many punters were expecting at least a little something *San Andreas*. Maybe at The PlayStation Experience then. We'll have a full report on that next issue.

8) The venue. ExCel? You sure?
Do you really want to do it miles away in a great big aircraft hanger again?

9) 1st September?
How about doing it nearer Christmas? That way you'll have more people wanting to come and more big games will be ready to be shown off.

KELLY BROOK
PROMOTES...
Need For Speed Underground 2
WHAT SHE DOES
Occasionally presents television. Fronted the inappropriately named 'Smallville'. Goes out with balding middle-aged losers.
WHY SHE'S LIKE THE GAME
Souped-up, tanned and trained like a leopard-print Lamborghini.
WHAT SHE BRINGS TO THE GAME
A bubbly personality and a face that people will recognize. And those norks, of course.
WHAT SHE SAYS
"It's amazing to see yourself transformed into a videogame character."
WHAT SHE REALLY MEANS
"Christ! I look like I'm made of plasticine! Also, what's a 'car'?"

MONICA BELLUCCI
PROMOTES...
Prince Of Persia 2
WHAT SHE DOES
Star of pseudo-religious epics like The Matrix and pseudo-philosophical gibberish like The Passion of the Christ.
WHY SHE'S LIKE THE GAME
Moody, sophisticated and very 'European'. Whatever that means.
WHAT SHE BRINGS TO THE GAME
Fine acting and a rump that's doubtless worn out many pairs of pantaloons from the inside.
WHAT SHE SAYS...
"Videogames are not just for children. They're for adults too."
WHAT SHE REALLY MEANS
"Some developer bloke told me this is between fumbling around in his XXL boardshorts."

NATALIE DENNING
PROMOTES...
Eragon, The Aeronauts
WHAT SHE DOES
Runs her quivering joy balloons across the 'fantastic' Playboy channel and on low-rent reality fare Poor Little Rich Girls.
WHY SHE'S LIKE THE GAME
Soulless, shallow and easy to manipulate.
WHAT SHE BRINGS TO THE GAME
A finely-sculptured physique and a pair of fleshy walnut whips.
WHAT SHE SAYS
"If you are an aspiring MP, come play with me in November."
WHAT SHE REALLY MEANS
"Clueless masturbatory loners! Come lap vigorously over my pixel pillows."

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LADY EXPLOSION!

Publishers buy **every woman in the world** and slap them all over their games. **PSM2 runs pictures.**

What's the world coming to? *Need For Speed Underground 2*, *Prince of Persia 2* and *Playboy: The Mansion* all trying to compensate for their rubbishness by attaching themselves to beautiful celebrities? It's a disgrace! Cynical marketing will spell the end for... oh bugger it, here's some gratuitous shots of lovely, hot women.

CONSTANTINE

SCi show off new games at Gamestars Live.

While other publishers were quaffing champagne and fobbing off Joe Public with a cavalcade of games we've already finished, publishers SCi kept the British end up with not one... but *four* new game announcements – including the near-complete movie game *Constantine*.

The film's based on the DC comic Hellblazer, with Keanu Reeves controversially cast as amoral mage John Constantine who sells his soul in order to cure himself of lung cancer. Controversial? In the comic, the star is *blond*. And British. Either way, a 20-minute teaser trailer of Reeves performance wowed the fans at the recent San Diego Comic Con.

Constantine is a supernatural detective trapped in limbo between heaven and hell, who uses all manner of exorcism powers to vanquish zombie madness; including electric storms, shotgun (using nails from the cross) and holy water. The PS2 version already looks great – the hellish L.A freeway, complete with burning palm trees and windstorms whisking trucks around like toys, was particularly impressive. As were the amazing holy special moves.

Think *Max Payne*, but with an even darker storyline and with this twisted amoral plot and a unique infusion of holy weaponry and crime solving it's one to look out for in February 2005.

Accelerator extra

Last minute additions to the news bucket...

SCARFACE

Take control of shouty mono-browed drug magnate Tony Montana in this action/adventure title from Vivendi. But will it be any cop? We hope so, or we'll have to show it our little friend and swear at it. Twice.

MONKEY BALL

Now this is a result. The only real reason for buying a Gamecube is coming soon to PS2. Here's hoping for a hybrid of *Ball* 1 and 2 to create a superfunpack edition.

KESSEN III

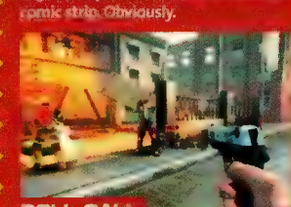
More ancient Chinese battling from the experts, Koei. If you like frantic action, huge foggy environments and men wearing big silver hats, this could well be your thing. Watch this space.

BATTLESTATIONS: MIDWAY

Command air, sea and underwater vehicles in a real-time aquatic twist on PC strategy classic *Command and Conquer*. It looks good and is easy to play despite its innate complexity.

ROGUE TROOPER

With the aid of your dead partner's personality chips (not the 'oven' kind) inside your gun, bag and <cough> helmet you're a one man attack team. *Rogue Trooper* is based on the 2000AD comic strip. Obviously.



ROLL CALL

From the makers of shiny but shit *Catwoman*, this FPS is an urban-based shooter, where you 'clean' the streets against the emergency services.

LEGO STAR WARS... not shit

Because any game that **lets you build things out of Lego** with your **Jedi force powers** is just a bit special...

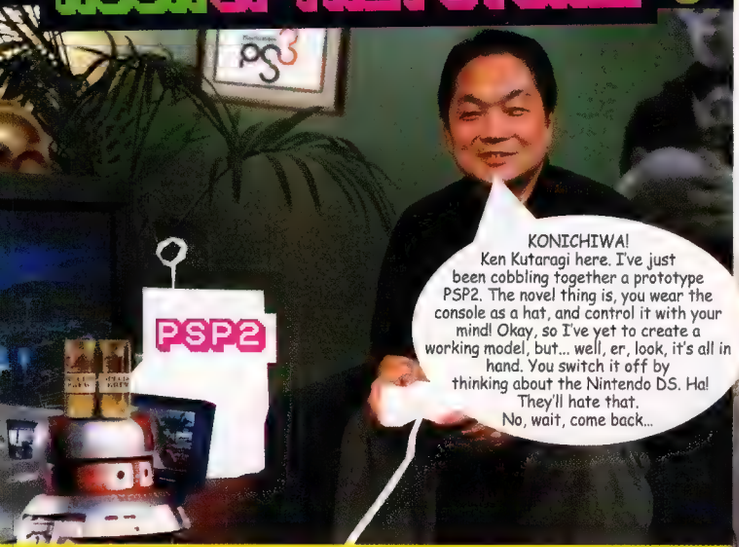
Videogames get stranger and stranger. And currently the strangest of all is *Lego Star Wars*, an action adventure based on the Star Wars movies... made out of Lego. Madness!

Following the action and events of Episodes 1 to 3 the game let's you hack, slash and Jedi power your way through droids and troopers with mini Lego recreations of your favourite Star Wars characters. It's hilarious and looks absolutley magnificent. When you trash enemies or scenery they smash up into Lego

As predicted in PSM2#33 Acclaim have – in the words of Juiced's **Shystie** – gone **"Tits up, clutch down, pedal to the floor"**. The company's games are being **fought over as we type**. Special love goes out to Juiced's developer **Juiced Games** who have no luck whatsover having previously got their **Lamborghini** game canned when **Rage bit the dust**. Unlucky.

PS3 AND PSP NEWS FROM...

KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!


PS3
PSP2
KONICHIWA!
Ken Kutaragi here. I've just been cobbling together a prototype PSP2. The novel thing is, you wear the console as a hat, and control it with your mind! Okay, so I've yet to create a working model, but... well, er, look, it's all in hand. You switch it off by thinking about the Nintendo DS. Ha! They'll hate that.
No, wait, come back...

The forthcoming PSP *Gran Turismo* game will actually be a port of the PS2 version. Kazunori Yamauchi, the producer of the series, said that using the PS2 version of *PS4* would be a cost effective way of developing a game for PSP.
He also mentioned that they are planning to keep the majority of the content of *GT4* in the transfer. While it was not mentioned, there is also reason to believe that a wireless multiplayer option will be built into the game to replace the announced PS2 online options. Polyphony is currently working on transferring the engine from PS2 to PSP.

Sony announced that they have reduced the prices of their Memory Stick medium. The media will be used for saving and transferring data from PSP to PS2. The Duo line is a smaller version of the Memory Stick which will fit into the system. It is still unknown if regular size Memory Sticks will be usable with the PSP.
Ken will return next issue. Sadly.

ICO 2 CONFIRMED!

PSM2's favourite game ever – *ever* – gets a sequel.

Sony Japan have placed a new page on their website with a string of Japanese text and a countdown. The text reads "SCEJ has two wonderful titles to announce!" while *Ico*-esque cherry blossoms fall in the background. Viewing the source code for the animations, you can see the words 'Nico' and 'Genji'. Now, Nico is obviously the long-awaited to weep-fest *Ico*, and *Genji* is reportedly a game based on a famous Japanese novel. This is good news for people who want a refined, tranquil gaming experience amidst all this death, destruction and chaos. And great new for *anyone* who likes games. Gyah... *that* ending, eh? As you read, the truth is out there. Somewhere.
PSM RECKONS *We love Ico more than members of our family. Are you listening, Sony? Eh? Eh?*

PROVE YOU'RE BEST. BEAT THE BEST.

Last year over 3,000 players battled it out in the first ever Pro Evolution Soccer League. Where were you?

The 2004/2005 season is going to be even bigger and better.

Konami, in association with Virgin Megastores and LYCOS.co.uk, have now expanded the league to 18 venues across the British Isles. Up for grabs are an even more lavish range of prizes and a trip to the European PES Championships.

From 17th September, pick up a demo from Virgin Megastores. Beat the demo, register at pesleague.co.uk for your chance to play.

TO ENTER CHECK OUT WWW.PESLEAGUE.CO.UK

Terms and conditions apply. See www.pesleague.co.uk for details.

Virgin megastores

LYCOS

FourFourTwo

STAY IN SHAPE AND KEEP AHEAD OF THE GAME WITH OUR CHOSEN FAN SITE WWW.PESFAN.COM

GET ONLINE NOW!

WIN US ROBOTICS HARDWARE!

Not got your **PS2 online** yet? Now you've **no excuse.**

We've been a bit down on the PS2 online experience thus far. The whole convoluted process of getting your machine online has previously been a real headache and the games you can play once you're there haven't been worth the effort.

Well, things are changing. Not only are more and more games including online modes (and good, worth playing, online modes at that) but getting broadband at home complete with the right, PS2 compatible hardware is getting easier than ever.

The main problem has been broadband provider's insistence on supplying modems and associated hardware that connect to your PC via a USB socket. If you want to connect to your PS2 you're knackered. These days however its possible to get yourself a BB connection without any additional hardware in the deal (or at least get a modem for free that you can thrust into the bin) leaving you to buy the router your PS2 needs at ever decreasing prices.

A final obstacle to wiring up your PS2 was the wire itself. After wiring up your PC (which is almost certainly in the bedroom or 'home office') you then have to sling a fat cable all over your house to connect up your PS2.

The answer to all your worries is a wireless Ethernet connection. And here's how to set one up.

PSM RECKONS *We connected using a BT phone line and an ADSL connection (fired down the phone line). We could easily have used a cable service too. Depends on your preference and which service your home can get.*

AT DAN G'S CRIB...
"This is the weirdest toaster I've ever seen," muses Dan.
So I throw the box away and keep the other bit?
Get the microfilter out, dumbass!
Phone goes in one bit, ADSL lead in the other.
Plug it into your phone socket. Boink!
"Jesus, this is so simple even I can do it!" By Christ, he's right.
Connect an Ethernet cable to your computer...
This set-up disc is configuring my gateway right up!
NEARLY THERE...
Ethernet and ADSL link established!
Mmm. Shiny yellow box. Mongo, like candy.
Time for the PS2 adapter.
Crack the back off your PS2 and slide this mutha right on in there.
DOUBLE BINGO!
5p. Just think of the sweets I can bag with that!
Screw the adapter down with a coin.
YOU'RE A GENIUS!
Time for the wireless reciever.
Just plug Ethernet to...
...the Ethernet socket on your PS2!
Chins? Nah mate, just the one. Honest.
Wirelessly
But the modem bit is miles away! This wireless witchcraft gives me the willies.
Now get your PS2 online with the disc.
THE HOME STRAIGHT...
The receiver picks up the gateway...
...and our PS2 goes online.
"Fancy a bit of NFSU then? Ah. You've just thrashed my ass off..."
THE END

WIN THIS NOW

Got a Broadband connection at home? Fancy taking your PS2 online without stringing your house up with ten plates of spaghetti? We've got a matching pair of USR809106 Sure Connect™ ADSL Wireless Gateway (an ADSL modem, router and 802.11g wireless broadcast box all in one) and USR805430 Wireless Gaming Adapter (which connect to your PS2 and wirelessly to the net) to GIVE AWAY!

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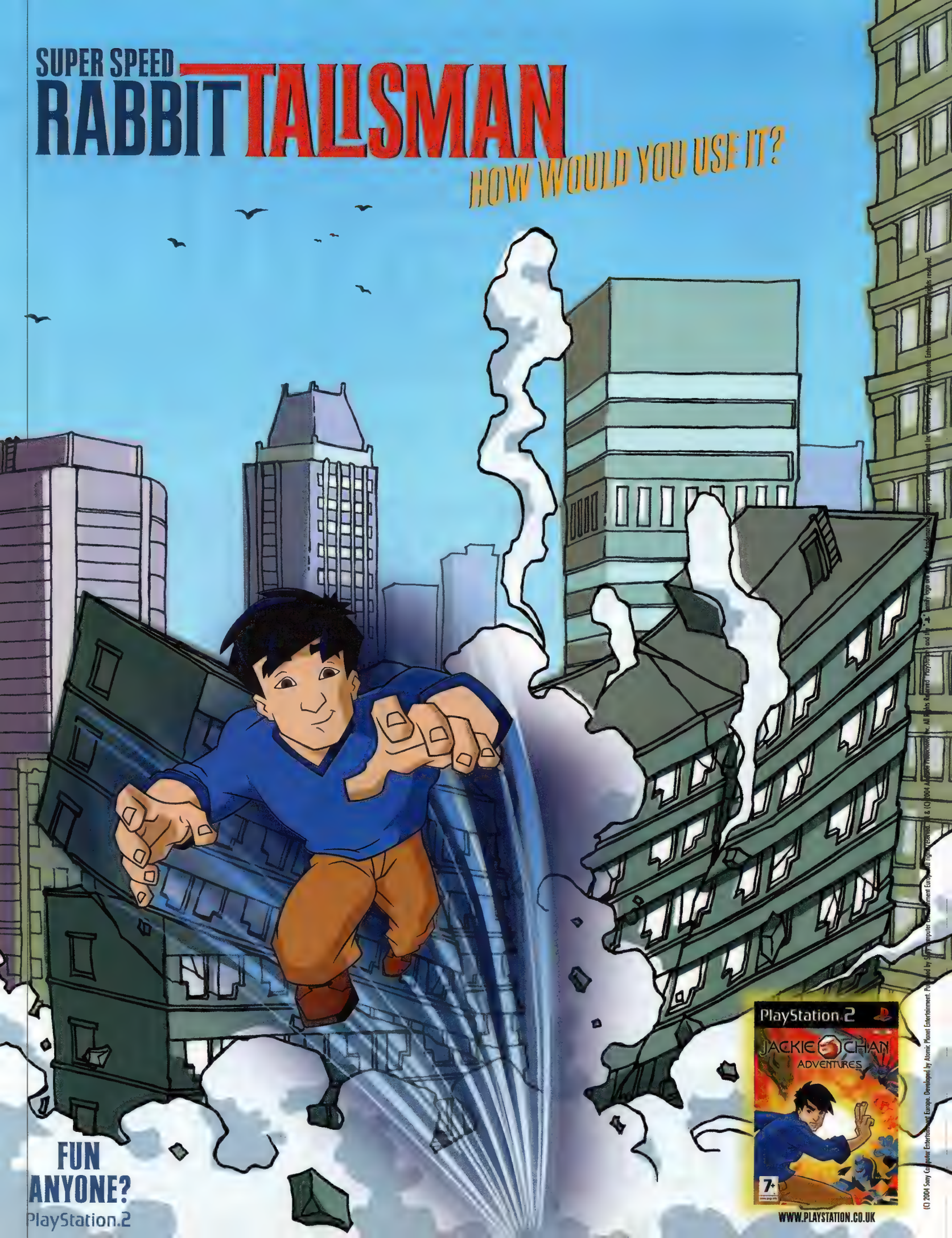
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SHAUN RYDER SET FOR GTA?

"Let it ALL hang out!" cries the opening page of www.maccer.net – and the clearest indication yet that drug frazzled ex-Happy Mondays frontman Shaun Ryder *might* appear in *GTA: San Andreas* (as rumoured way back in PSM2#41). The website address was 'leaked' by Rockstar PR folk to leading *GTA* online forums in late August – similar to the Kent Paul spoof teaser website for *GTA: Vice City* – and chronicles the exploits of the Salford born artist who 'invented the musical style that became known as EXTREMELY BAGGY'. Hmmm? Who on earth could they be referring to?

Shaun Ryder's involvement in *GTA: SA* was first reported back in late 2003, by The Daily Mirror's gossip column 4am. After a period of silence – and Shaun's recent(ish) 'I'm going clean... er, honest' documentary on Channel 5 – the maccer.net website is the clearest indication that Rockstar are rapping with (or at least taken inspiration from) Mr Ryder. The website clams Maccer was the 'originator of the Madchester sound', much like Sean's late 80s/early 90s band The Happy Mondays.

Despite the high profile success of singles like Step On and Kinky Afro, the Happy Monday's singer is perhaps better known for his incredible drug and booze binges. (Ryder allegedly threatened to destroy the master tapes of the Mondays final album, 'Yes Please', until his label Factory Records sent him money for drugs). The website notes that 'Maccer has been addicted... to ecstasy, cocaine, smack, alcohol... gambling, strip clubs, self-pleasuring, exercise and retail therapy'. Obvious correlations aside , the website could also be hinting at other activities in *GTA:SA*. Self-pleasuring, eh? Maccer also shouts out to www.epsilonprogram.com – the self-help group who cleaned up his act.

PSM RECKONS *Ryder? Jury's out. But an early '90s Madchester soundtrack/influence is assured.*

BEACH PARTY

A key scene from the *San Andreas* teaser trailer (see your DVD) sees characters frolicking on the beach. This raises two (mildly) interesting possibilities: 1) Dance Mini Games – please, Lord, no. And 2) A place to hook up with chicks and score a girlfriend – please, God, sweet merciful virtual yes. Remember, you can swim this time, too.

AUSSIES BAN DRUGS AND BURGLARY

Aussie censors have requested that Rockstar remove the drug-taking and burglary sections from *GTA: SA*. It's a step forward – *GTA3* was initially refused classification by the Australian OFLC (Office of Film and Literature Classification) in 2001.

FAT WAR LOOMS

Scoffing the wrong foods – like Clucking Bell chicken wings – in *GTA:SA* will make you fat like an Edwardian Lord , but the fitness system will incorporate a more subtle set of attributes, including stamina and strength (which can be worked on separately in the gyms dotted over the *San Andreas* map). Fatness and strength isn't directly linked, so you can have a podgy but strong character; or lithe and speedy. Your appearance will directly affect how pedestrians treat you, so – in Rockstar's words – lardies can expect cries of 'fat bastard'.

STAT ATTACK

Previous Rockstar games kept a dazzling mathematical log of your exploits, and *San Andreas* won't disappoint with stats for running, swimming, shooting, driving cars, driving bikes, insane stunts, time played etc. The more you perform a task, the better you get – so keen bikers corner quicker, fall off less and brake harder.

SPRAY TELL

Another tell-tale scene from the teaser trailer sees a gangster geezer spraying graffiti tags onto an empty wall. While Rockstar are keeping schtum, it seems like a perfect customisation tool for marking your gang's turf and echoes the theme of individuality. Now, if you could design your own tag from scratch, that would be pretty exciting, but...

ndreas
nel

MOTORING NEWS

CJ ON THE PHATTEST RIDES

GANGSTERS FOIL LSPD

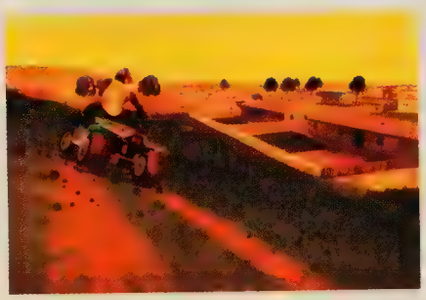
On one Countryside mission, you hook up with a mysterious old ally (well, we've got our suspicions – see the Old Faces story) to hijack a gas store – but things go fruit shaped. The shop owner won't cough up the readies, pulls out a shotgun and then chases you out of the store. Then CJ decides to steal a gas truck...

The mission becomes a pursuit, with CJ having to hook up the articulated trailer section and take flight. You've got to reach a checkpoint, as the trailer sways wildly across the narrow country roads with the shotgun-popping owners in pursuit. If things go really bad, the LSPD turn up in choppers and the chances of a *huge* explosion go nuclear.

The most exciting aspect of the Countryside demo we've seen was the chance to pilot a fully operational Dodo – so you can see the sweeping hills in their full glory. Choppers look dead set to return, while wilder speculation prays for a hang glider from the peak of Mt Chilliad.

More exciting *confirmed* country vehicles include lawnmowers, huge harvest vehicles plus bulldozers (with a blade manipulated by the right analog stick). Cropduster planes are definite, as are bi-planes and a new touring bike called the Wayfarer.

PSM RECKONS *The country is easily the most impressive section we've seen – like Smuggler's Run, but with carjacking, guns and rampant hillbillies. The quad bike sections – with jumps and basic tricks – might steal the show, mind.*



COUNTRY ROUND UP

Other exciting country news includes a shovel (for digging graves), an RU Haul truck stop (for 18-wheeler racing side missions) and a Desert Eagle handgun (the most powerful pistol in the game). You'll also be able to bail out of tankers mid-drive, using them as a rolling bomb.

OLD FACES

The 'mystery' lady living in a country cabin (who had her face blacked out in our demo) used to live in Liberty City and – unless our memory is kaput – could be Maria (who, er, died in *GTA3*) or, more likely, Catalina. Yes.

ANIMAL MAGIC

The country *will* contain cows and pigs, but the hot rumour is that you train your own attack dog. Hold your, er, dobermans, mind, 'cos other mooted features – like casino ownership and management – have already been cut from the proposed features list.

HOUSE THEFT: NEW CRISIS

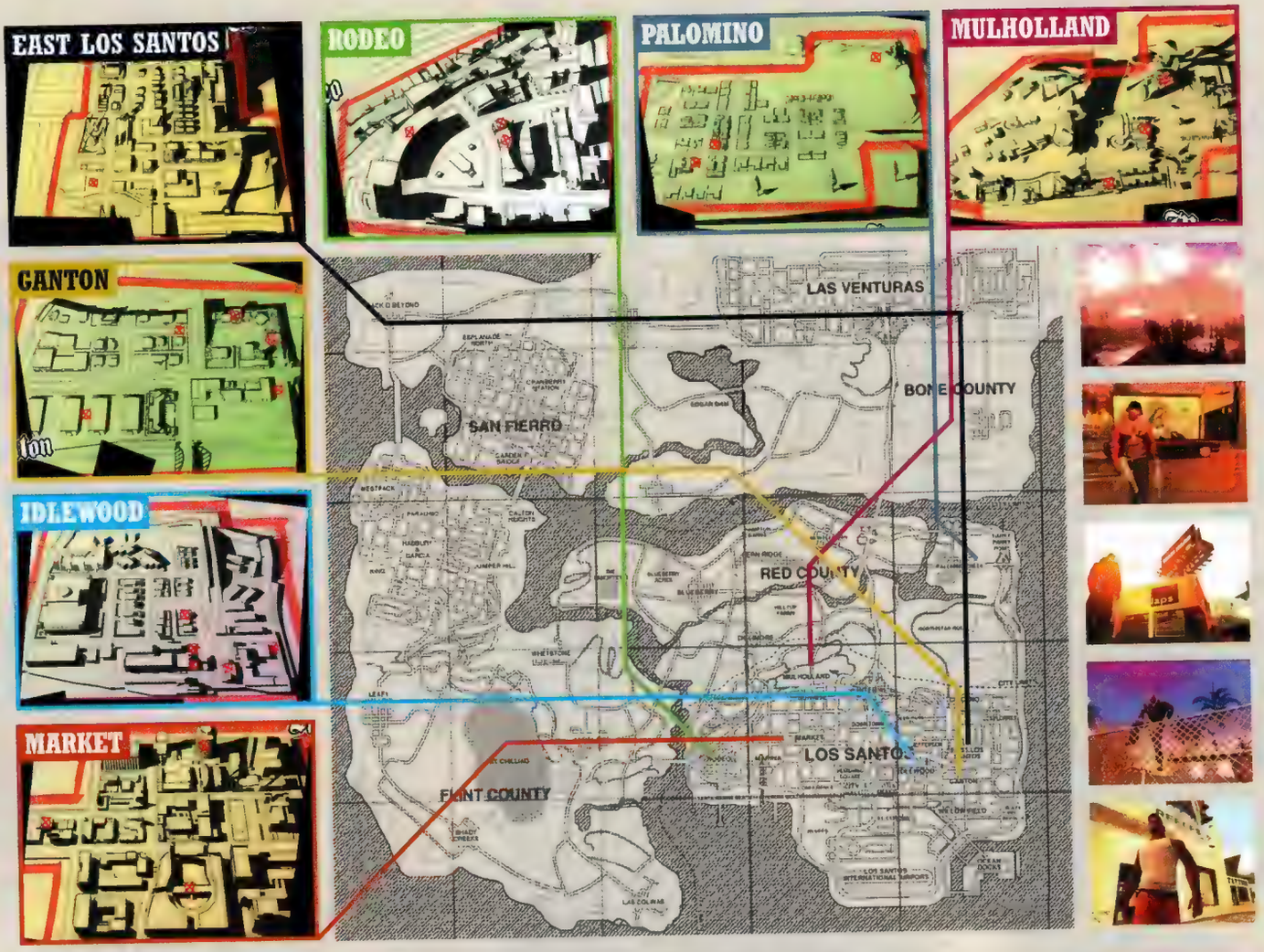
You never get anywhere in this world by being honest, and as such CJ can earn some extra cash by ripping off the rich. And the poor.

Wearing a balaclava and tapping R3 upon entering a getaway vehicle starts the thieving missions, and you can nick items from people's homes including televisions and money. If the person whose home you're robbing is awake or catches you, you can either 'silence' them with a knife or make a run for it. Let your conscience decide.

PSM RECKONS *You don't have to become a business owner or a big-time hustler; you can be a thieving street punk. The choice is yours.*

POOH "REAL"

Rockstar have drafted in hip-hop geezer and west coast guru DJ Pooh, in a bid to make the game's gangster setting more authentic. Y'see, for all Rockstar's fancy dan pretension, the game in actually being developed in sunny Glasgow – y'know, home of battered mars bars, drunks and rain. Yes, that's where it lives. Pooh's exploits – apart from a lucrative sideline protecting Christopher Robin's neck <hohoho> – include co-writing the movie Friday with Ice Cube and producing albums for LL Cool J, Snoop Dogg and Tupac – who look suspiciously like characters from the game BTW. "Rockstar gave me the opportunity to pull cats out of the streets and give them opportunities", reveals Pooh, "Cats that had nothing to do but gang bang and shit like that – these guys are now becoming music guys and doing voiceovers". Snoop Dogg is a 'cat'? Eh?



SAN ANDREAS MAP REVEALED!

"WE WERE WRONG!" SAY PSM2 MAG

Well, sort of. Y'see, the map we printed last month was based on a five second glimpse of the in-game menu, and now our net spies suggest the map above may be more correct. Perhaps.

San Andreas will look *exactly* as you see above, provided, er, you believe the work of bloody talented internet tricksters. The map started circulating the *GTA* chat forums in late August and may – just may – be our most accurate guide to the state, based on careful analysis of the facts.

Confession time: this version of San Andreas contradicts a few details from the sketch map we printed last month (PSM2#53). That map was based on our five second glimpse of the game menus, and as thus, may be inaccurate. Some thing are certain, mind. The landmass is divided almost exactly as you see above. Los Santos is definitely in the bottom right corner, with Red County to the north (as confirmed by GTA: SA's official website www.rockstargames.com/sanandreas). We also know that San Fierro is flanked by water and bridges – we saw it – and that Las Venturas is linked to the desert. However, latest info from Rockstar suggest there's a bulk of countryside to the *left* of Los Santos which, given what we've seen, would place Mt Chilliad in the top left (see above). The only place left for the desert would be north of Red County, leading to the shape you see above. Confused? Let's just say if this isn't right, our map last month definitely is. Hard facts next month.

PSM RECKONS *The logical map would be a mirror reverse of real-life geography, with Los Santos (LA) on the bottom right, San Fierro (San Fran) directly north of it and Las Venturas (Las Vegas) to the left. Still, this is a nice map...*

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PIER LIFE

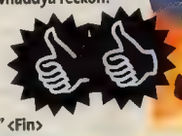
The famous Santa Monica Pier is recreated in San Andreas. During the day, beachgoers will congregate there for cold drinks, good times and a go on the ferris wheel. Maybe you can chuck people off when it reaches the top? We also predict a key mission taking place there. Perhaps a Falling Down-style standoff between CJ and a cop?

FRANK: OK

Veteran Hollywood wiseguy Frank Vincent (star of Goodfellas and Casino) will return to voice a character in *San Andreas*. Will he reprise the role of Salvatore Leone, the mafia boss who betrayed the lead character of *GTA3*? An article regarding this appeared on Vincent's site, but quickly vanished, no doubt at the 'polite' request of Rockstar PR people.

BISKEL & SHUMBERT

America's legally watertight critical film duo, Biskel and, er, Shumbert, assess the GTA trailer in a gag that makes no sense if a) you've never been to America, and b) You only laugh at things that are funny. Anyway, whaddya reckon?



Biskel: "I like the bit with the plane. Ho Ho. 'Juank-air'. Funny."
Shumbert: "I like the music".
Biskel: "I'm raising my thumb"
Shumbert: "Yeah, me to... argh! lawyers!" <Fin>

SPORTS WORLD

"SPORTS ROCK!" – CJ

Sport – or rather, sporty minigames – will be a massive element of *San Andreas*, if the crumbly B-Ball courts of the trailer are any indication. Basketball, tennis, cycling and off-road activities could all be on the cards, among others.

That said, a closer look at the basketball footage makes us curious as to whether or not CJ can *actually* partake in any ball flinging. The animation looks suspiciously smooth – like a cut scene – but perhaps there's a basketball mini-game in there somewhere. Let's hope it's not a tedious bemani-style button tapping thing and an actual competent simulator.

Anyone for tennis? One teasing shot shows a court, and we can't decide whether this is just decoration or a taster of new sports yet to be revealed. It could be a simple, jumped-up version of Pong like in *Tony Hawk 4*, but either way at least they're trying.

Then there's the cycling sections. Using the BMX, CJ can perform a large amount of tricks including endos, 360s and flips. There'll no doubt be dirt tracks strewn around the city containing sub-missions similar to Vice City's PCJ Playground.

You might also be able to take part in quad bike races as the congregation at the beach party in the trailer strongly suggests. Rest assured, San Andreas will feature sport galore.

PSM RECKONS *Evidently, Rockstar are sticking every game ever coded into one fat pixelated pie. Keep CJ trim with some energetic sporting fun.*

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CITY SHORTS

Get away from it all at the hilariously titled Hanky Panky Point. Young couples drive to the top of this ridge overlooking the city and go about their 'business'. Maybe CJ can cower in the bushes and watch? Or stab everyone to death, set fire to their corpses and cackle maniacally.

TOG UP

Everyone who plays *San Andreas* will have their own unique style dictated by their wardrobe. Hippy chic, gangsta bling or rough country rambler? You can be as outlandish as you like, but peds will react accordingly.

COPS GET TOUGH

The cops in *San Andreas* are no pushover. They'll be relentless in their pursuit and will chase CJ, firing from their squad bikes. Hell, some of the tenacious buggers will even hang onto the back of your car like in Terminator 2. The more trouble you make, the more they'll cause for you.

SHOWBIZ TONITE

HILL CRIB IN BIDDING WAR

The super swanky hillside pad in the trailer and in some screenshots hints strongly at a property trading element to the game.

CJ could even be rewarded homes by crime lords that he pleases mid-game by completing key missions. Like Vice City, you'll be able to buy buildings that range from run-down old shacks to swanky cribs like the one you see above.

PSM RECKONS *If you choose to become a high-roller, property deals are a must.*

RADIO UPDATE

Rockstar have confirmed that Interscope records (part of the Universal Music Group) will be providing the soundtrack for *GTA: SA*. "The soundtrack will cover the full spectrum of music genres and reflect the sound, vibe and feel of the FM radio dial from that time period" confirms Rockstar CEO Terry Donovan. Given the early '90s setting, and Interscope's back catalogue, potential artists include Bryan Adams, Nirvana (praise be), Dr Dre, Guns 'n' Roses, Garbage, Sheryl Crow, Jurassic Five, Nine Inch Nails, Sonic Youth (100%, please) and U2. While we can't confirm tracks, we can say that *at least* one – maybe more <cough> – of those artists were on the demo we saw, plus some seminal early '90s house, reggae, country and a DJ, er, Glaslow. Names changed to protect the bleedin' obvious. Expect full tracklists, soon.

SAVE OUR LARA!

THE NATION SPEAKS...

PSM2 readers help shape the future of Tomb Raider!

First of all, thanks for the input. Our inbox has been literally invaded by angry Lara fans wishing a return to form the ailing franchise. Eidos have announced that the game will be shown at E3 next year, which suggests that new developers Crystal Dynamics are well on their way to completion. But we want more! Send ideas to 'Save Our Lara', psm2@futurenet.co.uk

"No fancy new stuff, no blah blah levels or other playable characters." Says an adamant Michael via email.

"If there is hand-to-hand combat, make it more flexible. She can throw them, and have more attacks than three punches and three kicks." Wails Joshua Bleakley.

"Dual pistols are an essential part of *Tomb Raider* and should be available from the start, unlike Angel of Darkness." Explains Rebecca via email

"Kurtis should return, but he should not be a playable character. Maybe a love interest for Lara?" suggests Kaitlin Klein

"We need more lines with 'heart' to them. More sarcasm from Lara, less pissed-offedness. More wry jokes." says Andrea Christoph.

"A simple plot like the original would be fine. Eidos just needs to focus more gameplay." Wise words from Jack via email.

METAL GEAR ACID

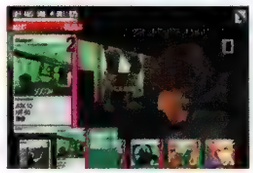
Handheld Snake in **'looking quite good'** non-shocker. **Bring this on.**

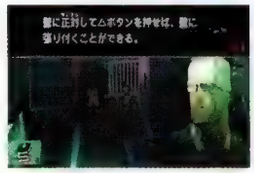
The 'other' *Metal Gear* game continues to be a contentious issue in the PSM2 office. Some reckon the card-based play'll be the perfect complement to mobile gaming, forcing on-the-go cerebral action and avoiding fiddly control difficulties on the bus. Others simply reckon card games are for nacho-crumb strewn lardos with hygiene issues.

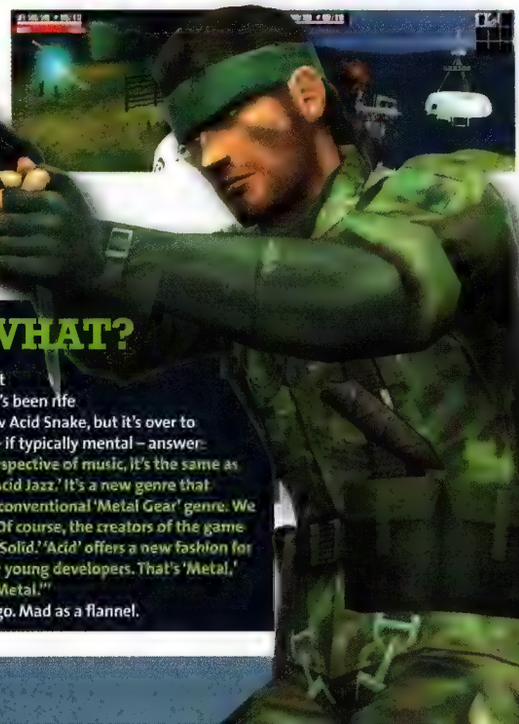
Good news for the latter camp – *Acid*'s looking pretty good. Rather than Yu-Gi-Oh with beards, think of it as turn-based *Metal Gear* – all the sneaking and action you know and love, simply accessed through a convenient card-based control system. There are five card classes: Character, Weapon, Action, Item and Support. The first two are pretty self-explanatory, with characters set to include – if our eyes don't deceive us – series mainstays Ninja, Colonel Campbell and Meryl. Action allows Snake to target specific body parts of an enemy, aiming (say) at their head with a well-placed Socom shot. Items include rations and flak jackets, but also typical *MGS* kit like the cardboard box which, if selected, makes Snake effectively invisible. And Support deals with everything else, including actions like dangling from ledges. Play's centred around action points – Snake's given a certain amount at the start of each mission, with movement and injuries depleting his stash. Complete the mission within your allotment of card-based points, or it's all over.

You'll also have noticed that Snake has a new – playable – friend. Is it a lady? Is it a man? Is it Raiden with shorter hair? All will – hopefully – be revealed in March 2005 with the UK release of PSP. The game's currently said to be around 35% complete, with Koj overseeing the team in his capacity as producer, so there's an outside chance of it being a launch title by the time us Brits get it.

PSM RECKONS *With the feathery-light touch required by* Snake Eater, *a turn-based game makes sense – but how the do-anything dynamics of* Metal Gear *will translate to a rigid turn-based structure remains to be seen. Still, at least we're promised a plot as deep as any of the other games. Erk...*







METAL GEAR WHAT?

So, what's with that name? Speculation's been rife that we'll see a new Acid Snake, but it's over to Koj for the official – if typically mental – answer:

"From the perspective of music, it's the same as 'Acid Techno' and 'Acid Jazz.' It's a new genre that emerged from the conventional 'Metal Gear' genre. We call it 'Acid Metal.' Of course, the creators of the game are different from 'Solid.' 'Acid' offers a new fashion for young people from young developers. That's 'Metal,' and the new 'Acid Metal.'"

So there you go. Mad as a flannel.

"SNAAAAAAKE!"

METAL GEAR: ALMOST HERE

It's official! *Metal Gear Solid 3* will be released in Japan on the 16th of December, and for an extra couple of yen you can get your hands on a special collectors edition that contains a model of Snake, a bonus DVD and some other snazzy gubbins. More recently, Konami released a new 5 minute trailer that reveals a lot more about the story and the characters involved. Among other things, it shows the jungle being nuked, Snake slapped up with odd skull face paint and the new Metal Gear rolling around causing havoc. It's all completely barmy.

CHRISTMAS CRACKERS: Snake's story gets spilled this December.

"HELGHAST AND BACK"

KILLZONE 2: A REALITY

Sony have already commissioned recently-acquired developer bods Guerilla to code a sequel to *Killzone*. When asked if the sequel would be appearing on PS3, PSM2 were met with a stark "No!". Maybe a PSP version of the killer FPS is on the cards? Whatever the case, this can only be good news. Several elements suggest that the game is already in the planning stages, or that conceptual art has already begun. If the first game lives up to the hype it just proves that the old monolith still has plenty of life left in it yet.

BACK FOR GOOD: Expect to see a lot more of these fellas.

"GHETTO GOLF ON THE WAY?"

TIGER: OUT OF THE WOODS?

After a brief chat with one of the producers of the new *Tiger Woods*, PSM2 asked whether the series was splitting between proper *actual* golf and stupid comedy men in silly pants, as the ghettofication of the new sequel suggests. This was met with a typically vague smile, nod and a "Yes, that's interesting..." basically confirming everything we were thinking. So could we see two *Tiger* games soon? Maybe a street iteration of the franchise? There was mutterings of a *Street FIFA*, so we'd bet our sweet ass on it.

I'VE GOT WOODS: New game to ban all daftness?

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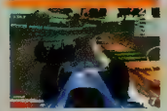
TOP 20 PS2 CHART

Welcome to the charts page. Updated each month our official top 20 is here to let you know what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	3	ATHENS 2004 ■ Developer: Sony ■ Publisher: Sony	59%
2	1	SPIDER-MAN 2 ■ Developer: Treyarch ■ Publisher: Activision	90%
3	2	DRIV3R ■ Developer: Reflections ■ Publisher: Atari	90%
4	NE	FORMULA ONE 2004 ■ Developer: Studio Liverpool ■ Publisher: SCEE	65%
5	3	AMERICA'S 10 MOST WANTED ■ Developer: Encore ■ Publisher: Play It	NOT RATED
6	4	SHREK 2 ■ Developer: Luxoflux ■ Publisher: Activision	78%
7	8	SINGSTAR ■ Developer: London Studios ■ Publisher: Sony	90%
8	12	SONIC HEROES ■ Developer: Sonic Team ■ Publisher: Sega	66%
9	NE	CATWOMAN ■ Developer: EA ■ Publisher: EA	30%
10	11	RED DEAD REVOLVER ■ Developer: Rockstar ■ Publisher: Rockstar	86%
11	5	SPLINTER CELL: PANDORA TOMORROW ■ Developer: Ubisoft ■ Publisher: Ubisoft	88%
12	6	ONIMUSHA 3: DEMON SIEGE ■ Developer: Konami ■ Publisher: Konami	92%
13	10	FIGHT NIGHT 2004 ■ Developer: EA ■ Publisher: EA Sports	88%
14	5	HARRY POTTER: PRISONER OF AZKABAN ■ Developer: EA Games ■ Publisher: EA	83%
15	13	HITMAN: CONTRACTS ■ Developer: IO Interactive ■ Publisher: Eidos	90%
16	NE	EYETOY: PLAY ■ Developer: Sony ■ Publisher: Sony	87%
17	NE	LMA MANAGER 2004 ■ Developer: Codies ■ Publisher: Codies	89%
18	NE	SCOOBY-DOO: MYSTERY MAYHEM ■ Developer: THQ ■ Publisher: THQ	53%
19	NE	007: EVERYTHING OR NOTHING ■ Developer: EA ■ Publisher: EA	89%
20	NE	HEADHUNTER: REDEMPTION ■ Developer: Amuze ■ Publisher: Sega	51%

▶▶04 FORMULA 1 2004

A respectable position for this thoroughly plain F1 sim. What's wrong with you?



▶▶09 CATWOMAN

Utterly rubbish game in decent chart position shocker. Do us a favour; don't buy this kitty litter.

▶▶16 EYETOY: PLAY

A surprising re-emergence for the classic party game. And rightly so. It's fantastic.

▶▶20 HEADHUNTER: REDEMPTION

This poor sequel is slowly climbing the charts. It's rubbish, though. So stay away, eh?

JAPANESE TOP 5 PS2 GAMES

1	GENSO SUIKODEN IV	■ Developer: Konami ■ Publisher: Konami
2	WORLD SOCCER: WINNING ELEVEN 8	■ Developer: Konami ■ Publisher: Konami
3	JIKKYOU POWERFUL PRO BASEBALL 11	■ Developer: Konami ■ Publisher: Konami
4	GUNSLINGER GIRL VOL. 3	■ Developer: Marvelous ■ Publisher: Marvelous
5	JISSEN PACHISLOT HISSHOUHOU	■ Developer: Sammy ■ Publisher: Sammy

Konami are dominating the Japanese charts. We expected WE8 to take the gold, but, Suikoden, the RPG fanboy favourite has pipped it to the post.

10 THINGS YOU MUST DO THIS MONTH

1	Make a concerted effort to resurrect Olde English.
2	Go to HMV and ask if they've got San Andreas again.
3	Moan about Greedo shooting first on the DVD of Star Wars.
4	Throw someone's shoes into the canal for a laugh.
5	Practice saying "It's in the game" like the EA voiceover man.
6	Put a bucket on your head and whack it with a stick.
7	Go to Maccer.net and decide if it really is Shaun Ryder.
8	Organise your own games show in your spare bedroom.
9	Smother your face in syrup and head-butt a beehive.
10	Get endorsed by a celebrity. Everyone's doing it these days.

MOST WANTED

THIS MONTH: **JAMIE NORMAN** FROM NORTH DEVON

Tell us what games you want to see and we'll put 'em in the mag.

1	KILLZONE	■ Developer: Guerilla ■ Publisher: Sony
2	BROTHERS IN ARMS	■ Developer: Gearbox ■ Publisher: Ubisoft
3	GTA: SAN ANDREAS	■ Developer: Rockstar North ■ Publisher: Rockstar
4	FINAL FANTASY XII	■ Developer: Square ■ Publisher: Square Enix
5	GRAN TURISMO 4	■ Developer: Polyphony ■ Publisher: Sony

WHAT DO YOU WANT? Ever flicked through PSM2 and wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Tell us what you want and we'll put it in the mag! Email us at psm2@futurenet.co.uk now.

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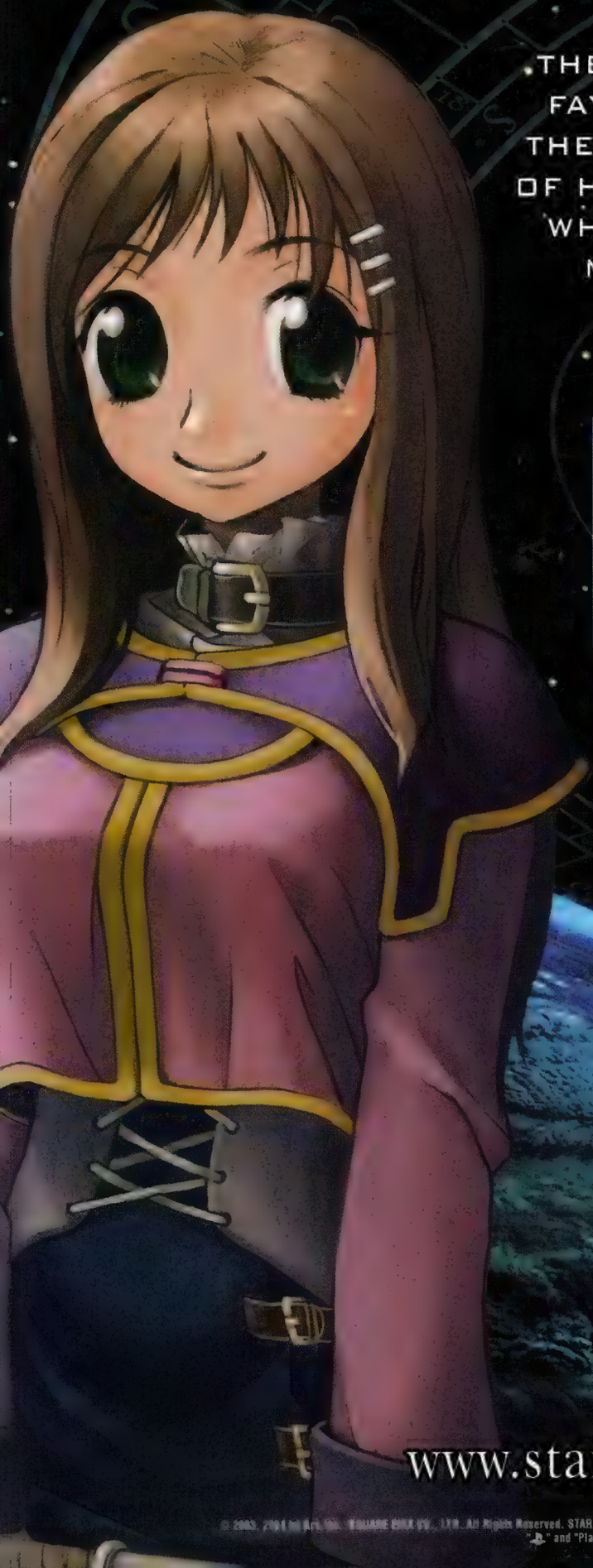
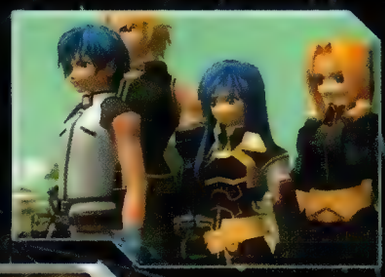
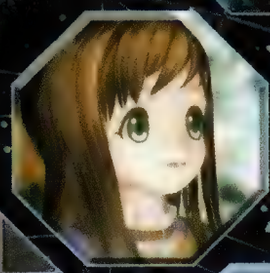
YOU AREN'T QUITE THAT FAST.

IT'S A BIG UNIVERSE. BETTER GET STARTED.



THE YEAR IS SO 772.
FAYT'S VACATION ON
THE PEACEFUL WORLD
OF HYDA IS SHATTERED
WHEN AN UNKNOWN
MILITARY FORCE
ATTACKS.





SEPARATED FROM ALL HE
KNOWS AND LOVES,
FAYT MUST BRAVE THE
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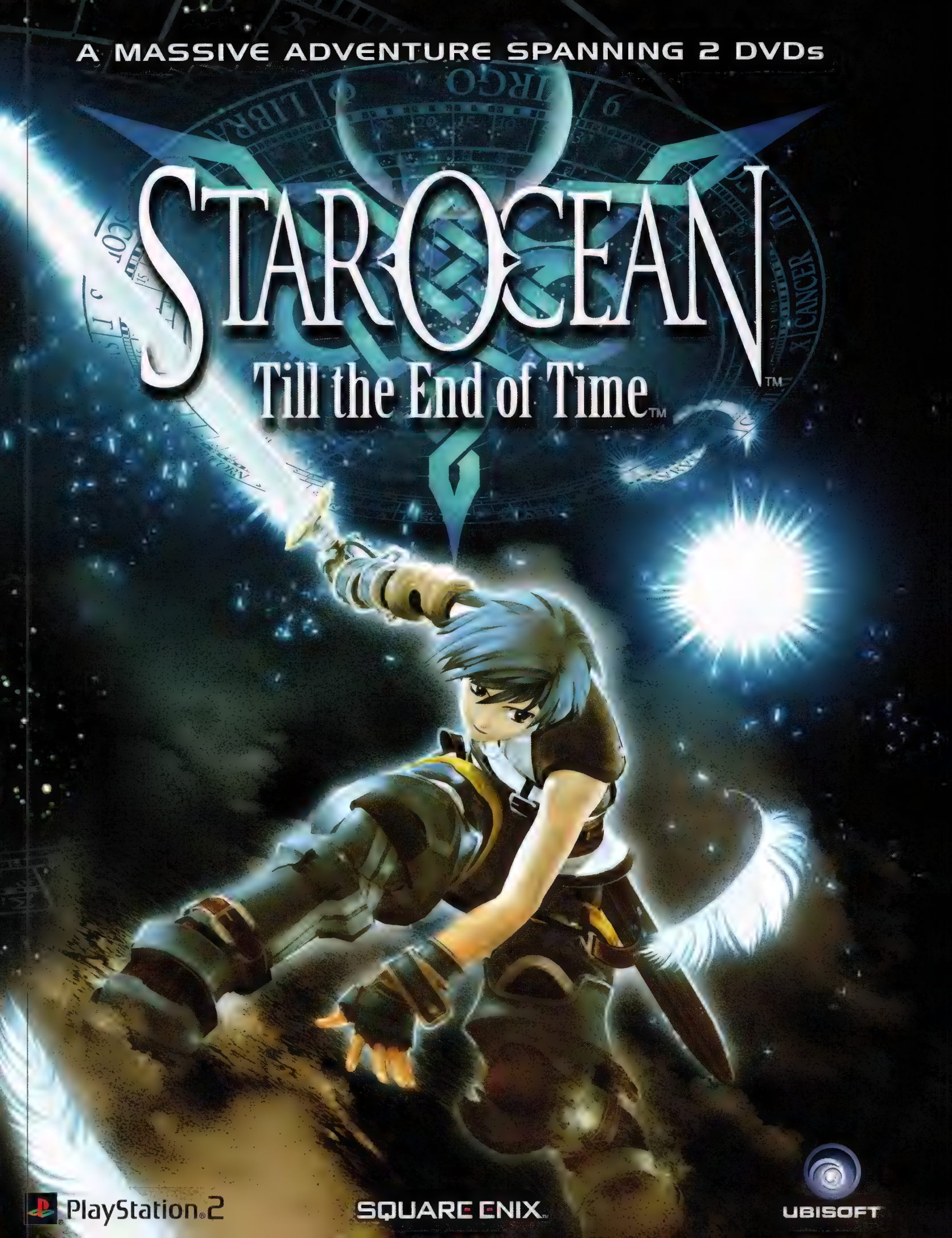
A MASSIVE ADVENTURE SPANNING 2 DVDs



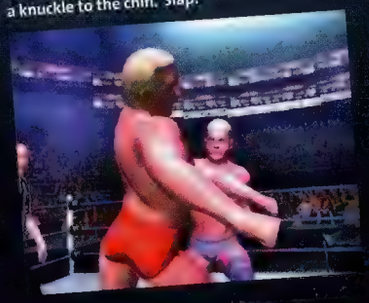
PlayStation 2

SQUARE ENIX

UBISOFT

SLAP!

Matches can start with a test of strength, a shoving match, or – our favourite – a quickdraw thumping match, where the first to hit the button ends the staredown with a knuckle to the chin. Slap!



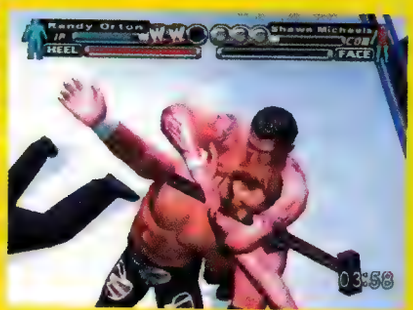
EDDIE OR NOT: Eddie Guerrero (man-lady Chyna's ex-feller) looks incredibly realistic.

WWE SMA VS RAW

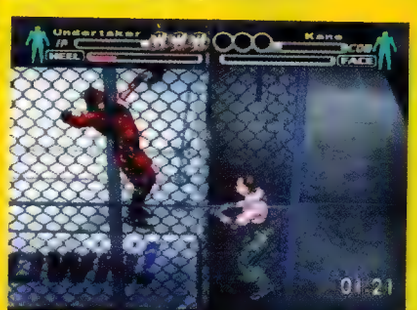
Socks, spanking and the Superfly himself. PSM2 checks out the latest Smackdown's legendary line-up and learns a thing or two about the excellence of execution...

NOT THE FACE!

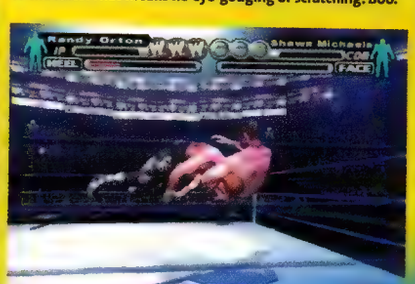
The new 'heel' and 'face' system lets you be a crowd favourite or a pantomime villain but there's only one choice for the discerning grapple fan. Sod pleasing the sheeplike audience – this is how you get medieval on the public's brewski-fed asses.



HAMMER TIME: 'Heels' build up their momentum meter by doing dastardly things. Randy's a baaaaad man.



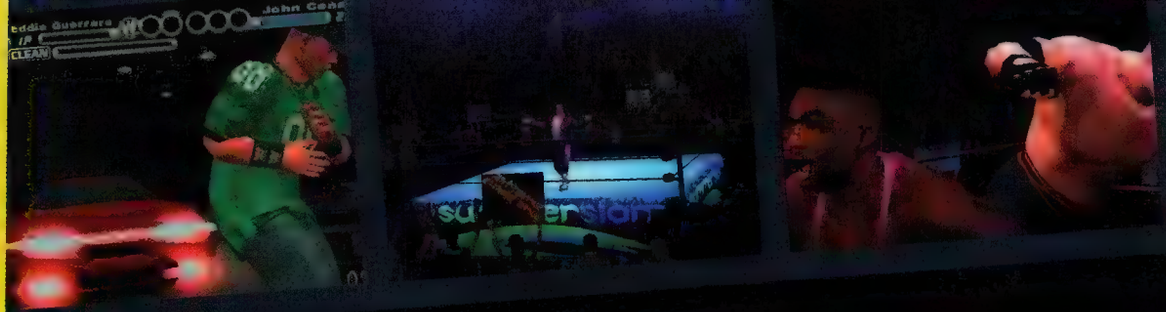
A BIT CAGEY: 'Face' men, build up their meters by performing to the rules. That means no eye-gouging or scratching. Boo.

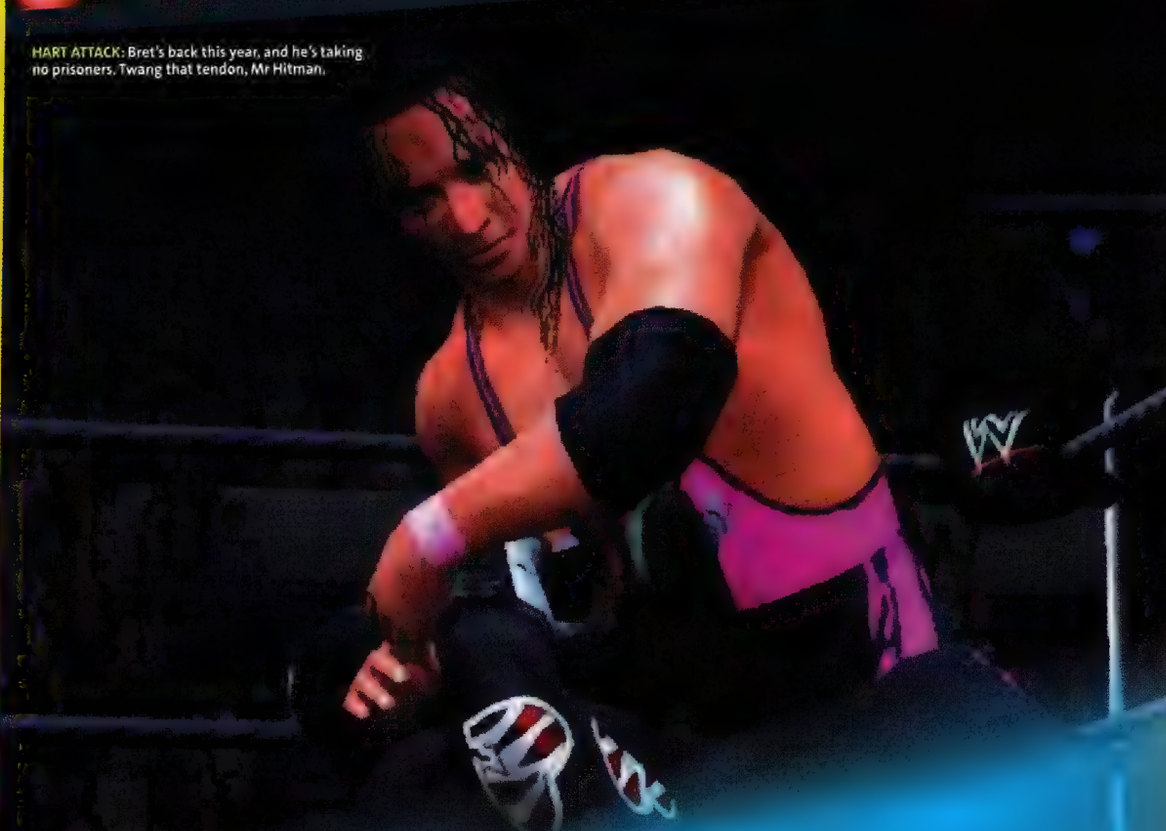


CHAIR PLAY: The 'Heel' men get rewarded for busting heads with metal chairs. They have all the fun.

HEEL NEVER STOP: This year you can even continue a submission move after the ref calls a hault.

VALLEY OF DEATH: Don't be fooled by her pixellated loviness. Trust me, she'll kick your ass.



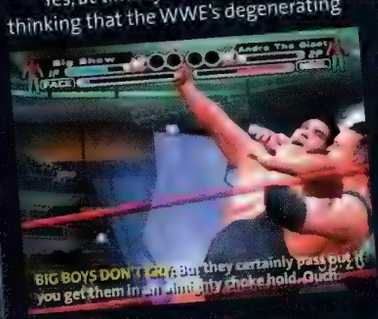


HART ATTACK: Bret's back this year, and he's taking no prisoners. Twang that tendon, Mr Hitman.

CKDOWN!

Kane marrying Lita. Triple H drugging and marrying Stephanie McMahon. Torrie Wilson's dad marrying Dawn Marie, then getting sexed to death during their honeymoon. And, of course, who can forget Billy Gunn and Chuck Palumbo's failed 'partners for life' mano-a-mano wedding ceremony? Happy times...

Yes, at times you'd be forgiven for thinking that the WWE's degenerating into one big baby-oiled soap opera, but that's sort of the point. It isn't just about the fighting – it's about cheering the faces and booing at the heels. Caring about the angles and following the feuds. And that's the idea of *Smackdown Vs Raw*. Based on the split between the opposing franchises – Monday night's Raw and Thursday's family-friendly Smackdown – it's a story-driven, lady-led chunk of pure sports entertainment.



BIG BOYS DON'T CRY: But they certainly pass out if you get them in an almighty choke hold. Ouch.

AGA DO DO DO: We'd like to push her pineapples. Don't suppose a body slam is out of the question?

HEELING GROOVY

Take the game's charisma dynamic, for instance. Just as in the show, characters can be 'faces' or 'heels'. Faces earn boost for being good sports and playing to the crowds, doing spectacular moves and reversing submission holds, but lose it for cheating. Heels are more interesting – anything that impresses

"IT'S A STORY-DRIVEN, LADY-LED CHUNK OF PURE ENTERTAINMENT"

LORDS OF THE RING

Don't know your Von Erichs from your Van Dams? Shame on you! Disguise your ignorance with our guide to the legends.

THE ROCK

Who is he?
Dwayne Johnson. Flex Kavana. Rocky Maivia. But really, he's The Rock, jabroni, and if you forget it he'll probably offer to shine something up real nice, turn it sideways and stick it straight up your... well, you get the idea.

Where is he now?
Semi-retired, and carving out a career with a series of Big Angry Man/Tiny Wisecracking Man flicks. He's also set to appear in two – two! – videogame-based films – Spy Hunter and Far Cry.

HAWK AND ANIMAL

Who are they?
The first duo, Hawk and Animal, were renowned all over the world as the Road Warriors (and the Legion of Doom) and dominated the NWA, AWA, Japan, and the WWF throughout the '80s and '90s. They're still considered to this day to be the single greatest tag team ever assembled, and with the passing of Hawk last year, hold a special place in people's hearts.

Where are they now?
Half-dead. Hawk had a heart attack at the age of 46.

BRET 'THE HITMAN' HART

Who is he?
Part of the legendary Hart family – trained by his dad Stu Hart in the Calgary 'Dungeon', Bret was one of the best WWE wrestlers during the 1980s, and remains the only wrestler to have guest-voiced on The Simpsons.

Where is he now?
Retired in 1997, when the most infamous finish ever saw Earl Hebner ring the bell as Bret was in the Sharpshooter by Shawn Michaels. Afterwards, he punched Vince McMahon in the face and went to work for WCW.

KANE

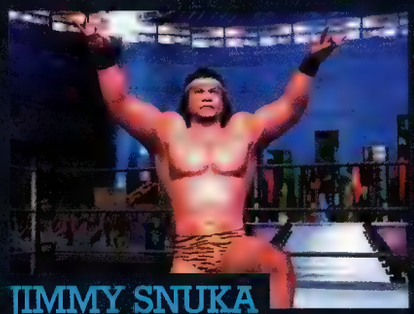
Who is he?
Glen Thomas Jacobs, the big lad whose previous gimmicks included the 'Christmas Creature', insane dentist Isaac Yankem and the 'fake diesel'. He's supposed to be the Undertaker's older, taller brother, although he wears platforms to get him up to 7'. Wimp.

Where is he now?
Ahh – still wrestling. But significantly, the Legend version of Kane will wear a mask, whereas the new version's looking lovely and is, erm, married to Lita. Err... How did that happen again?

ANDRE THE GIANT

Who is he?
The biggest wrestler ever. Andre was undefeated for ten years until the most heavily attended match ever at Wrestlemania 3, where Hulk Hogan slammed him to take the title. Also played Fezzick in top rom-com-fairy-tale The Princess Bride.

Where is he now?
Dead. His condition – the same one that the Big Show suffers from – led to circulation problems and heart trouble. He died in 1993.



JIMMY SNUKA

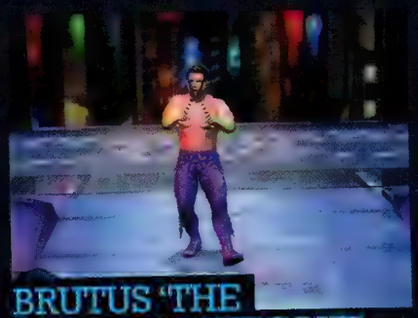
Who is he?
Mick Foley credits the Superfly with convincing him to become a wrestler – you can even spot the hardcore legend in the crowd during Snuka's most famous cage match against Don Muraco.

Where is he now?
Retired. He made his last appearance in the 1996 Survivor Series against the 'fake' Razor Ramon, although he's since been inducted into the WWE Hall Of Fame.

THE UNDERTAKER

Who is he?
Mark Callaway, who – after a brief turn as 'Mean' Mark Callous – embarked on an unprecedented twelve-year stint as the biggest badass in wrestling.

Where is he now?
Erm, still wrestling. After flirting with slightly different personas – like eyeball-swivelling cult leader and respect-obsessed biker – he's gone back to being a gloomy bloke with an earn. So presumably, his Legend persona just has slightly different-coloured sleeves.



BRUTUS 'THE BARBER' BEEFCAKE

Who Was He?
A garden-shear toting man with an amazing power-mullet, who used to cut off chunks of his opponents' hair after beating them and tag with Greg 'The Hammer' Valentine. What a star.

Where is he now?
Retired. A parasailing accident left him with a smashed jaw and nose needing major reconstructive surgery in 1990, after which he (briefly) returned as Furface, The Man With No Name and, erm, The Man With No Face.

MANKIND

Who is he?
He's the hardcore legend, dumbass. Mick Foley appeared in three guises during his stint with the WWE – including hippie Dude Love and Cactus Jack – but it's the squealing, hair-pulling, sock-smothering, cage-diving masked lunatic that the crowds remember.

Where is he now?
Semi-retired. He's had more 'last' matches than hot pies. He's also written several books, including a Christmas yarn and the surprisingly mucky Tietam Brown.

'ROWDY' RODDY PIPER

Who is he?
Roderick Tombs, one-time presenter of the Piper's Pit and co-star of John Carpenter's They Live - inexplicably represented here in his long-haired version. Not sure what's under his kilt, either.

Where is he now?
Mostly retired, flogging ceremonial kilts on the internet and pushing his autobiography. He left the WWE in 2003 after making 'negative comments about the wrestling business'. Oops.

THE FINAL LINE-UP

Want to see if your favourite has made the cut?

This little lot are all playable from the start of the game, although you won't be able to take on the Divas in Season mode. Noticeably, there's no sign of wrestling savant Eugene or now-retired Stone Cold – expect them to be dealt with via Smackdown's traditionally exhaustive 'extra' move lists.

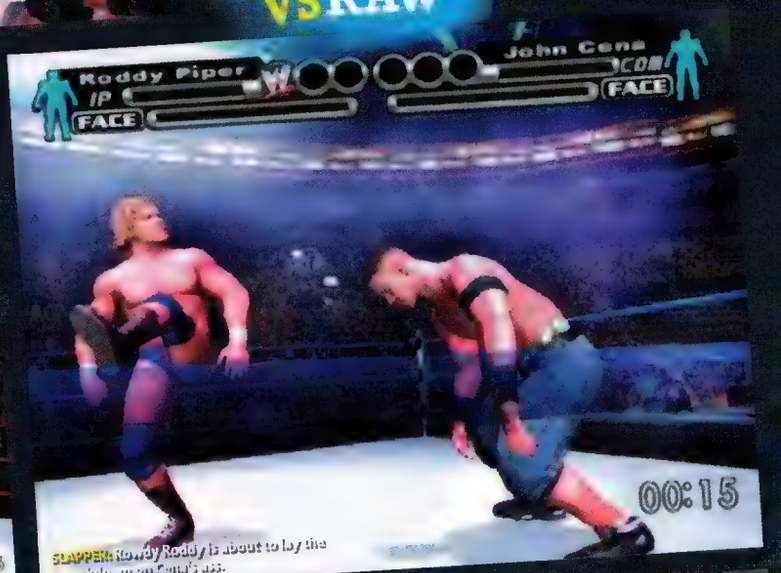
A-Train
Garrison Cade
Rico
Batista
Hardcore Holly
Rob Van Dam
The Big Show
J.B. Layfield
Sable
Booker T
John Cena
Scotty 2 Hotty
Bubba Ray Dudley
Kane
Shawn Michaels
Charlie Haas
Kurt Angle
Shelton Benjamin
Chavo Guerrero
Mark Jindrak
Stacy Keibler
Chris Benoit
Matt Hardy
Tajiri
Chris Jericho
Molly Holly
Torrie Wilson
Christian
Randy Orton
Triple H
Chuck Palumbo
Rene Dupree
Trish Stratus
D-Von Dudley
Rey Mysterio
Undertaker
Eddie Guerrero
Rhyno
Victoria
Edge
Ric Flair

AND THE REST...

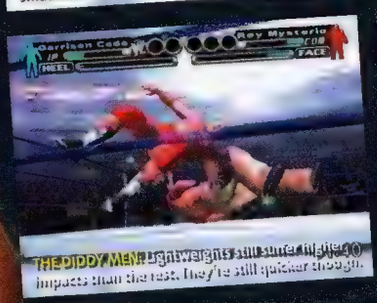
This lot are labelled as non-playable characters – though, tellingly, they're playable in the code we've got, and Tazz seems to have a recognisable move set, suggesting that they'll be playable in the finished game.

Earl Hebner
Jonathan Coachman
Tazz
Eric Bischoff
Michael Cole
Vince McMahon
Jerry Lawler
Mike Chioda
Jim Ross
Paul Heyman

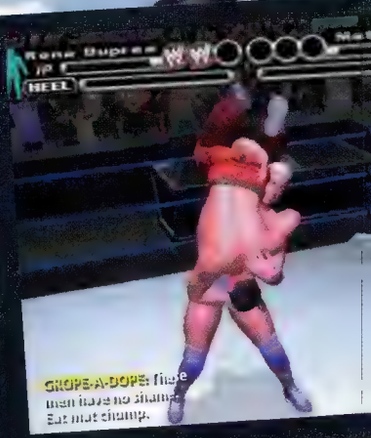
STACEY KIEBLER: This is just one reason why so many males love the noble sport of wrestling.



SLAPPER: Rowdy Roddy is about to lay the smackdown on Cena's ass.



THE PIDDY MEN: Lightweights still suffer fewer hit impacts than the rest. They're still quicker though.



GROPE-A-DOPE: These men have no shame. Eat mat chump.

the crowd is frowned on, while anything that gets a boo gives you a boost. That's anything from arguing with the ref after a long two-count, refusing to break a submission or taunting from the outside of the ring right down to smacking the ref in the back of the head with a sledgehammer. Build the bar up enough and it starts to flash, *Def Jam* style. For the Face, this is the cue to embark on some Hulkster-style no-selling, becoming effectively invincible for a short time. For the heel, it's simply an excuse to slip on the brass knuckles and whap player two in the sweetbreads.

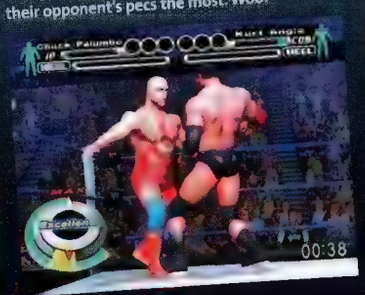
Similarly, your actions outside the ring'll have a serious effect on your career. Chat to someone in the locker room, and they could become part of your stable – or simply give you a kicking. Most enticingly of all, it'll be possible to 'impress' the WWE Divas after matches, cunningly mirroring recent plot developments like the Jericho/Christian/Trish love triangle.

With some nifty backstage manoeuvring, hint THQ, it'll even be possible to play the field, keeping more than one lovely lady on the go at once. Quite how they'll react if they find out, though, is anyone's guess.

"SLIP ON THE BRASS KNUCKLES AND WHAP PLAYER TWO IN THE SWEETBREADS"

WOO!

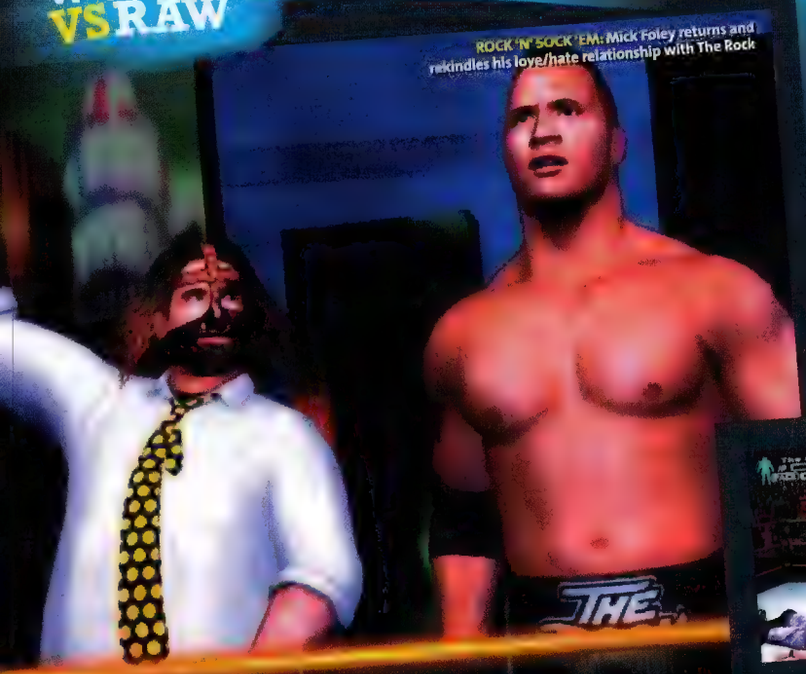
Mirroring Ric Flair's most popular move, his turnbuckle grapples, often degenerate into a chop-war, with a golf-style swingometer determining who reddens their opponent's pecs the most. Woo!



NEW FOR YOU

Newcomers to the roster include hefty lads Mark Jindrak and Garrison Cade, though Eugene – the WWE's answer to Rain Man – is, sadly, nowhere in sight. Still, the greatest character creation utility ever assembled is still firmly in place, slightly tweaked to make it easier for first-timers to grasp. It's all done with layers, see. The Legends also return, though home-

WWE SMACKDOWN! VS RAW



ROCK 'N' SOCK 'EM: Mick Foley returns and rekindles his love/hate relationship with The Rock

ROCK 'N' SOCK

crowd favourite Davey Boy Smith's been dropped from the line-up at the last possible second. Most excitingly of all, Bret Hart's is back, back, back, having not appeared in a WWE game since Acclaim's ancient *Warzone*. Infamously screwed over by Vince and Shawn Michaels, he'll be back for his hamstring-snapping revenge in this game at last.

MATCH MAKING

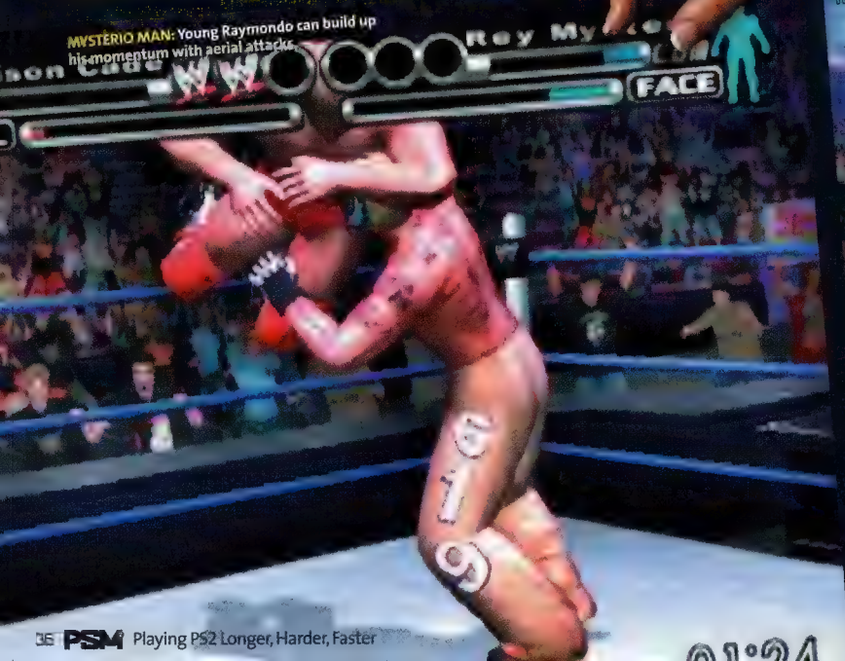
On the surface, it's easy to be dismissive of *Smackdown*. The roster's actually smaller – though that's mostly due to the 40% more polygons used by each character model – and it lacks the punch of earlier line-ups. The match-count's barely expanded, but that's largely because the older games were so comprehensive – the Parking Lot Brawl's the only genuinely new scrap. But that's missing the point. Season mode's the big draw this year, with voice-overs from every single wrestler and proper commentary from J.R, Jerry Lawler, Michael Cole and Tazz. Events scripted by the shows' plotsmiths guarantee an entertaining story, and the chance to start proper scuffles backstage certainly sounds enticing. The first happy beat-em-up marriage might not be too far away... PSM

SMACK!

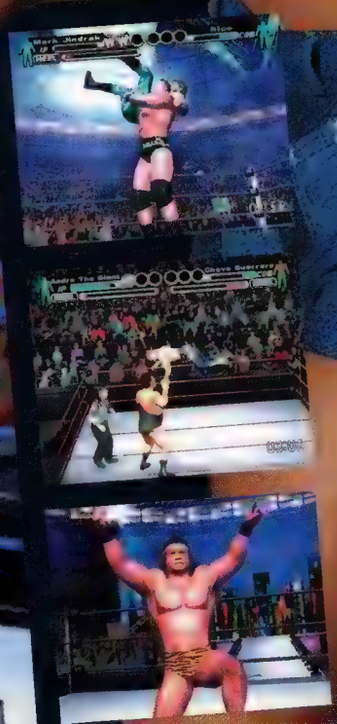
The swingometer system's also used to administering palm-on-buttock justice during the Bra 'n' Panties matches. 'Terrible!' blares the smack-o-meter. Yes, it really, really is. Smack!

ALL AT SEA: Ex-Baywatch babe Torrie Wilson, fills out a bikini like no man could ever do.

"BRET HART IS BACK, HAVING NOT APPEARED SINCE WARZONE"

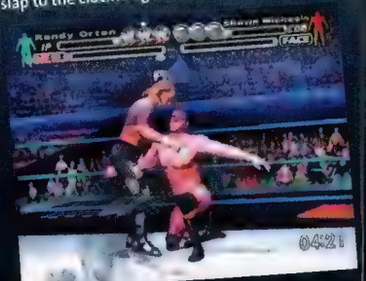


MYSTERIO MAN: Young Raymondo can build up his momentum with aerial attacks



OOF!

For the 'face', your reward for playing up to type's a quick burst of energy. For the heel, it's flipping the crowd off, shortly before blindsiding player two with a devastating slap to the clockweights. Oof!



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"WE FOUND OURSELVES IN A BRUTAL GAME OF CHICKEN" CRASH 'N' BURN SEE PAGE 43

Hand

46

LOTR: THE THIRD AGE

"Don't just stand there, twat him Gandalf!" LOTR goes all real-time/strategy/role-playing/bearded exploration. Cool.

44

MIDNIGHT CLUB 3: DUB EDITION

Escalades on 20" rims packed with more ice than the ice cream cabinet at Aldi. *MC3* means business.

You want more?! OK, how about *Flat Out* (page 43), *Ghost Recon 2* (page 48), *Crash Twinsanity* (page 48), and *Spyro A Hero's Tail* (page 48). Is that enough? Well how do you know, you've not even read them yet. Jeez.

WELCOME...

DAN D

Over the summer we've endured hot and cold spells which – *clearly* due to an act of God and not for the purposes of some clumsy analogy – echoed the quality the of games we've received. Er, sometimes. For every scorching day we've had a *Burnout 3* and every piss-wet tuesday, we've had the wet T-shirt FPS sections of *Leisure Suit Larry*.

But with seasonal change comes good news. Y'see, it's these last few months of the year that reinforces our faith in games. And this year's no exception. Glance to the right and you'll be looking at the game that's consumed more lunch hours than Michelle McManus has consumed lunch. And although we're only being drip-fed *San Andreas* info, we can't help lapping it up like icy water to a beach-broiled penguin.

But we're not ones for cheap clichés. We prefer to let the games do the talking. Lets just say that we're all set for an extremely 'hot' gameplaying winter. Ha ha! See what we did there? Genius.

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.

...GE WE PL... ...ERY GAME WE PREVIEW

Publisher: Konami
Developer: KCET ETA: October 2005

PRO EVOLUTION SOCCER 4

PSM2 MOST ANTICIPATED!

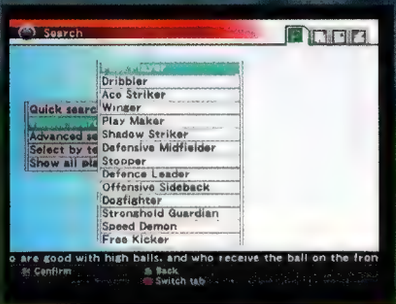
STOP PRESS: World's greatest footballer transfers to Konami, as world's greatest footy game *finally* squares up to FIFA – no-holds-barred UK verdict ahead...

ANTICIPATED FEATURES
- A more in-depth Master League mode.
- Licensed clubs from SPain, Italy and Holland.
- Playing conditions now have more of an effect on the ball physics.
- New freekicks involving two players.

If you needed further proof that *PES* is the most realistic footy game on PS2 – like playing it isn't enough – then speak to French goal-machine, Thierry Henry. "The *Pro Evolution Soccer* series is by far the closest thing to real football," proclaims Arsenal's gallic superstar; and he should know. EA must be smarting over Henry's turncoat antics – after all he was on their *box* last season, and his mug helped *FIFA 2004* to astronomical sales. But as a statement of Konami's intent to steal the *FIFA*-loving mass market, transfer coups don't come bigger than this. With Henry upfront, this season's title race is going to be a close one.

The latest build of *PES4* (100% complete save for some slowdown issues and last minute roster tweaks) looks set to make footballing men (and women, natch) weep sweet tears of joy. Well, *feign* tears at least. Last issue we banged on about how *Winning Eleven 8* was the Golden Balls of soccer titles, but after getting to grips with *PES4*'s English-friendly menus, we're stunned by the amount of new features that KCET have delivered. There're more teams, more customisation options and – yes – more on-pitch subtlety, tricks and player individuality. And that's just for starters.

Here at PSM2 we often fantasise about our ideal footy game, whether it's Dan G's petitioning for a cheerleading show at half time, or Dan D's 'Hartson and the rest of the Wales boyo's should be amazing'. But Nathan's 'wouldn't it be great to combine the action of *PES* and the managerial magnitude of *Champ Manager*' raises the question, 'What if?' Now were not saying that *PES4*'s the spawn of our fevered imagination – there'd be more more Kristin Kreuk natch – but if there's one defining alteration then it has to be the new Master League mode. At this stage of development, there're more coaching options than ever. Now you can search for character specific transfer targets (e.g. Speed Demons and Ace Strikers) rather than faff around looking for strikers with 80-95 speed stats from, say, cheap 'n' cheerful South Korea. Then there's the option to assess your players condition during training sessions, to perform Ranieri style 'tinkering' before you step onto the field. You can also develop current members of your squad. So rather than building up the stats of 17 year old, Joe Nobody, you can watch in anticipation as, say, Wayne Rooney becomes increasingly lethal in front of goal as he plays more games. But you may also burn him out by consistently playing him week-in, week-out. *PES* fans will also be pleased to know, that you don't have to start a season with the likes of Barthez and Vorlander because you can now start with real players from the team you chose – e.g. Becks at Real Madrid – or you can even create a team from scratch. Brilliant. ►



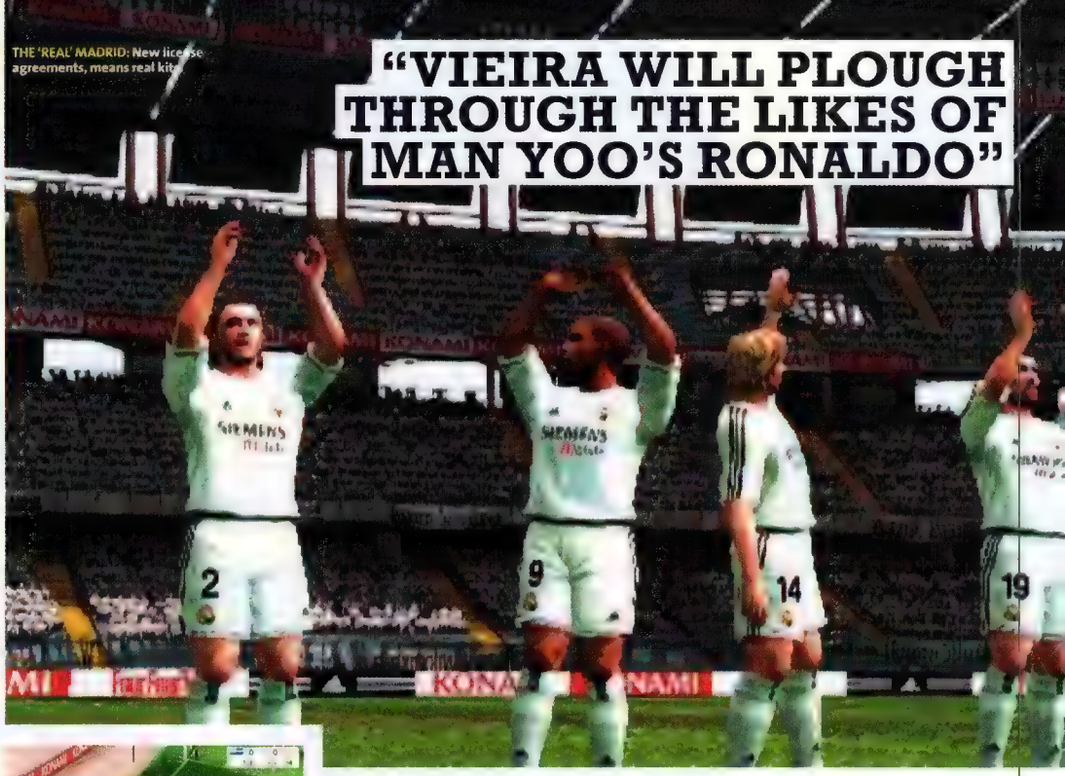
MASTER LEAGUE OPTIONS

The revised Master League features more coaching options than you can shake a corner flag at. And that's *loads*. Trust us, we've tried. Perhaps. Here's the highlights:
- Talent search (see above)
- Formation training to integrate new players
- Fitness assessments during training sessions
- Develop actual player skills with match practice
- Save the history of your best seasons

"RATHER THAN DEVELOPING THE LIKES OF JOE NOBODY, YOU CAN NOW NURTURE WAYNE ROONEY"

Hands–On

BECAUSE WE PLAY EVERY GAME WE PREVIEW



THE 'REAL' MADRID: New license agreements, means real kits

"VIEIRA WILL PLOUGH THROUGH THE LIKES OF MAN YOO'S RONALDO"

On the field, *PES4* once again nails the old 'fancy another game?' factor, which invariably results in furious lunch hours... well, *afternoons*, and an angry PSM2 team. Thanks to the ever-evolving physics and controls, there have literally *never* been two matches the same. There were a lot of nil-nil draws thrashed out in the early games, but as soon as we got to grips with the slightly slower shooting gauge we've been banging them in for fun. It's all part of sliding around the *PES* learning curve, and it's aggravating – but ultimately rewarding – to blend your current skills with new ones. This is obviously good news for novices, who can fast-track their PES skills while everyone's adjusting to the new controls, without fear of being hammered by their *PES3* obsessed chums. There's never been a better time to get involved.

Player physicality has been executed to a frightening effect. For example if a tracking defender starts to jockey you (**R2**, by the way), your player will either throw an arm out and stave off the player, or he'll be steamrolled. A towering brick-shit house such as Vieira, will plough through the likes of Man Yoo's Ronaldo. But if Ronnie launches into one of his Riverdance exhibitions, then Arsenal's French enforcer will find it difficult to put in a well-timed tackle, and may end up seeing red before he can say 'I am happy at Arsenal'.

As the saying goes 'good things, come to those who wait' – Lord, *how* we've waited – and with plenty of time to red card any imperfections (slight slow-down remains), we can safely expect sheer footballing brilliance from *PES4*. Honestly, did you expect anything else? And, yes, we're sure it'll live up to Thierry's expectations. **Nathan Irvine**

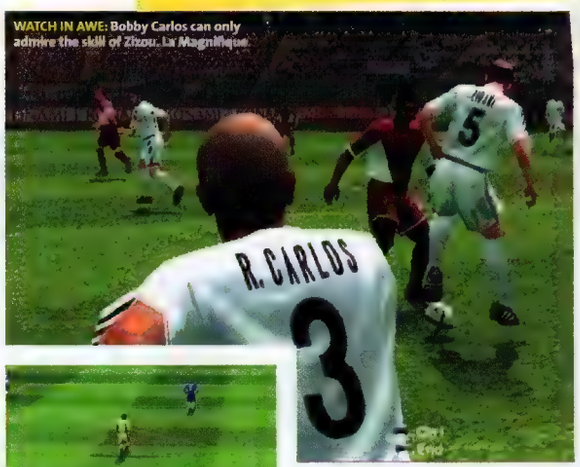
PES4 kicks off on 15th October 2004

PSM² RECKONS

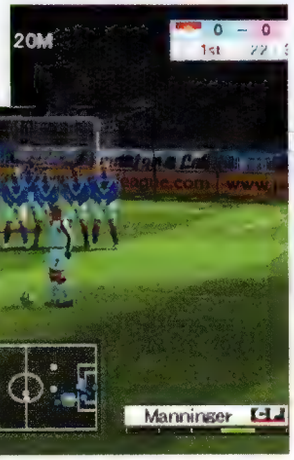
Aside from minor frame-rate issues during crowded play, *PES4* already makes *PES3* seem robotic, and <sniff> redundant. We're sure the squads and teams will be updated before the release date, and we can't wait to get our hands on the review code. Football, almost literally, comes home in our review next issue.

NEW MOVES

OK, let's get one thing straight. The famous Ronaldinho 'flip-flop' leg isn't in *PES4*. Get over it. But thanks to the all-new control menus, even novices will be pulling off tricks in no time. Konami understand that not everyone can be bothered to refer back to the manual, when they want to learn different moves, so this year they've created an exhaustive control menu. Simply pause the match and select 'command list', then choose the area of your game you want to add some variety (i.e. Dribbling, tackling etc) and as if by magic, you'll be shown what buttons to press. Simple.



WATCH IN AWE: Bobby Carlos can only admire the skill of Zizou. La Magnifique



TWO-TIMING: Hitting **L1** will call a team mate to help out on freekicks

THIS SEASON'S OFFICIAL TEAMS

It's *actually* happened. Konami have heeded the requests of their loyal fans, and have managed to sign up a number of fully licensed sides for *PES4*. As we stated last month with *WE8*, the top divisions from Spain, Italy and Holland come complete with kit sponsors and correct squad names. But wait, there's more. *PES4* includes the current league clubs line-up, rather than *WE8's* out of date sides. That's bad news for Wolves fans. But at the time of print this is the current line-up (subject to change):

ENGLAND:
Arsenal
Aston Villa
Birmingham
Blackburn Rovers
Bolton Wanderers
Charlton Athletic
Chelsea
Everton
Fulham
Norwich
West Brom
Liverpool
Manchester City
Manchester United
Middlesbrough
Newcastle United
Portsmouth
Southampton
Tottenham Hotspur
Crystal Palace

FRANCE:
AC Ajaccio
AS Monaco
AJ Auxerre
Bastia
Bordeaux
Istres
FC Metz
Lille
Lyon
Caen
St Etienne
Nantes
Nice
Olympique Marseille
PSG
RC Lens
Rennes
Sochaux
Strasbourg
Toulouse FC

ITALY:
(Fully Licensed)
A.C. Milan
Ancona
A.S. Roma
Bologna
Brescia
Chievo
Fiorentina
Inter
Juventus
Lazio
Lecce
Modena
Parma
Perugia
Reggina
Sampdoria
Siena
Udinese

GERMANY:
1860 Munich
Mainz
Bayer Leverkusen
Bayern Munich
VfL Bochum
Borussia Dortmund
B. Mönchengladbach
Arminia Bielfield
SC Freiburg
Hamburger SV
Hannover 96
Hansa Rostock
Hertha Berlin
1FC Kaiserslautern
Schalke 04
VfB Stuttgart
VfL Wolfsburg
Werder Bremen

SPAIN:
(Fully Licensed)
Albacete
Athletic Bilbao
Atletico Madrid
Barcelona
Celta
Deportivo La Coruna
Espanyol
Malaga
Mallorca
Osasuna
Racing Santander
Real Betis
Real Madrid
Real Murcia
Real Sociedad
Real Zaragoza
Sevilla
Valencia
Valladolid
Villareal

HOLLAND:
(Fully Licensed)
Ado den Haag
Ajax
AZ
De Graafschap
FC Den Bosch
FC Groningen
FC Twente
FC Utrecht

HOLLAND:
Continued
Feyenoord
NAC Breda
NEC Nijmegen
PSV Eindhoven
RBC Roosendaal
RKC Waalwijk
Roda JC
SC Heerenveen
Vitesse
Willem II

OTHERS:
Boca Juniors
River Plate
FC Brugges
Anderlecht
Cruzeiro
Sparta Prague
AEK Athens
Olympiacos
Panathinaikos
Benfica
FC Porto
Sporting Lisbon
Lokomotiv Moscow
Spartak Moscow
Celtic
Rangers
Partizan Belgrade
Besiktas
Galatasaray
Dynamo Kiev

Van Der Vaart models Ajax's licensed strip.

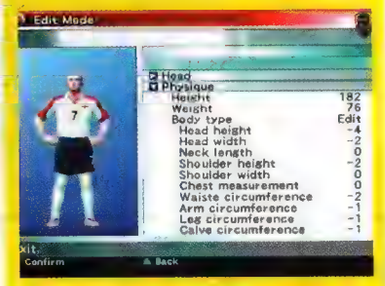
Latvia appears in the National team roster.

SNAP SHORTS: Look at the amazing detail. *No really* just look at the detail.

ED-IT'S ALL GOOD

PES4 contains almost every editing tool you'd ever need. From changing the names of the stadiums to choosing which colour your supporters should be wearing, it's all here. You really get to add some unique touches. You can even pull Beckham's socks over his knees if you like. Here are just a few of the editing options:

- Goalkeeper kit
- Club emblem
- League Names
- Player gloves



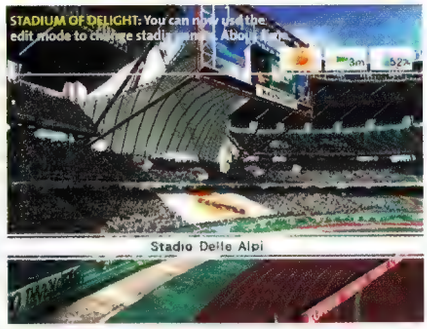
NEW TRAINING

Newcomers to the series (where you been?) can cut their *PES* teeth in the polished tutorial mode. There's the beginner stage that'll show dumbasses how to shoot and tackle, then when you're more confident you can step up to the Situation training. In this section you'll be tutored how to perform advanced skills moves. You'll be shimmying past keepers, and pulling off spinning drag backs in no time at all.

GRASSY ARSE: Keeman feels aggrieved, but the AI accurate ref, couldn't care less.

"FOOTBALL ALMOST LITERALLY COMES HOME IN OUR REVIEW"

ATTENTION TO DETAIL: Ronaldinho is scarily realistic. KCET have captured his Red Rum looks perfectly.

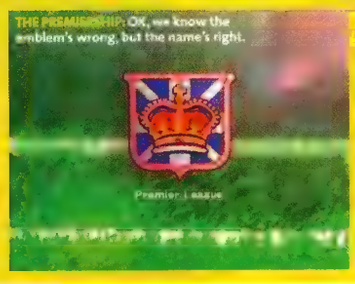

STADIUM OF DELIGHT: You can now use the edit mode to change stadium names. About time.
Stadio Delle Alpi

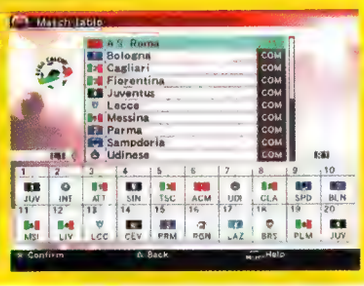
UP AN AT-'EM: Goalkeepers are less fallible for this season's outing.

POWER OF POWER: Bigger players are unlikely to be knocked off the ball in these situations

PLAY A SEASON IN THE PREMIER LEAGUE

Further to this year's superior Master League, there's also the opportunity to compete in pre-ordained league competitions... without the managerial content. Thanks to the inclusion of almost every club from Europe's top leagues you can play an entire season of Spanish Primera Division. And with thanks to the endless editing options, you can even change the league names to their correct status e.g. English division to The Premier League.


THE PREMIERSHIP: OK, we know the emblem's wrong, but the name's right.



Publisher: Empire Interactive
Developer: Bugbear ETA: October 2004

FLAT OUT

Destruction Derby for the new millennium, with incredible physics, crumpling cars and – yes – the ability to send men flying through windscreens.

ANTICIPATED FEATURES
- 16 cars, all of which can be upgraded and customized.
- Complex physics and damage modelling.
- 45 variations of around 10 base racetracks.
- Courses littered with over 3,000 deformable objects.

Every year, thousands of obese, whooping sociopaths and slack-jawed yokels amass the stadiums of Middle America to watch rusting jalopies tear around dirt rings and slam into each other. As men are tossed through windshields and burned alive, a thunderous roar rises from the terraces. It's the modern-day equivalent of the Roman Gladiatorial games, and a killer premise for racing developers wishing to expand their horizons. Defunct coders Psygnosis achieved a similar effect with PSone favourite *Destruction Derby*, but *Flatout* is a different beast – complex physics and damage modelling make the bang-em-ups of yesteryear look entirely laughable.

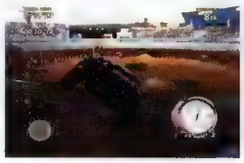
Chugging merrily away behind the action in *Flatout* is Bugbear's stunning real-world physics engine. Everything has a weight applied to it, meaning that chucking your three-tonne conveyance into a pile of heavy logs or a rock face will result in nothing more than a seriously broken ride, while careering into wooden billboards, telephone poles or other cars causes them to shatter, topple and buckle accordingly. They've even applied ragdoll physics to the racers themselves, meaning they'll soar through the windscreen in the event of a particularly horrendous crash. Honestly, the resulting bendy-limbed madness looks completely ludicrous, but it's a neat touch that further separates *Flat Out* from it's unimaginative brethren. There's even a mini-game that involves ejecting your rider into a massive comedy dartboard.

At it's core, *Flatout* is a fairly pedestrian racing game. There's more fun to be had in toying with the physics and engaging in *Destruction Derby*-style stadium events than progressing through the career mode – which is fine, given the game's unpredictable nature; since no two races are ever the same. The handling's improved since we first saw the game, but still feels floaty and forgiving, affecting the game's difficulty curve – but overall, we're immensely pleased. Bugbear's attention to detail, the stupefying fun to be had with the physics and the aggressive AI makes for a truly thrilling experience. **Andrew Kelly**

Flat Out *is released in October.*

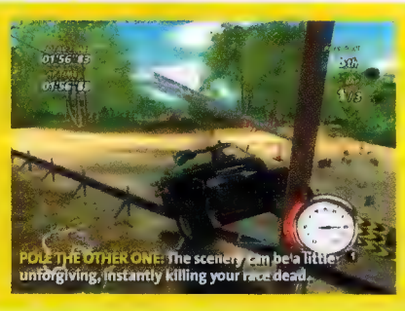
"ONE MINIGAME INVOLVES EJECTING YOUR RIDER INTO A COMEDY DARTBOARD"

DENT YOU FORGET ABOUT ME: The other racers are much more aggressive than the early code.



CHAOS ENGINE

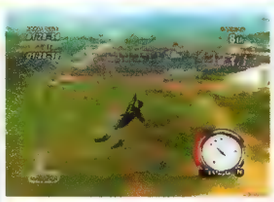
Taking advantage of *Flat Out's* physics can have some startling results. Tap the boost button before a mound of sand and the car will literally go flying upwards, twisting in the air and shedding its skin. Also, ramming into electricity poles causes the wires to shake realistically, while things that fall on top of your car dent the roof and stuff gets jammed in your vehicles' twisted carcass. Neat.



POLE THE OTHER ONE: The scenery can be a little unforgiving, instantly killing your race dead.

PSM² RECKONS

Flat Out's physics excel even *Driv3r* and it's a refreshing change from the mundane racing we've grown accustomed to. Both this and *Burnout 3* show that the driving genre still has plenty of life. It's largely brainless and the career mode is formulaic, but these flaws slip into insignificance when you're shattering cars into a thousand pieces.



STOP PRESS!

Crash 'n' Burn

■ Publisher: Eidos ■ Developer: Climax ■ ETA: Early 2005

Skidding around the very first corner in *Crash 'n' Burn*, it's immediate that this is no ordinary racer. But as you screech out of the apex into a 16-car pile up in the distance, the difference is obvious. No problem... just head for a gap in the crowd... easy... easy... holy shit... gyaahl... a huge wall of fire suddenly blocks your escape route. Damn.

Crash 'n' Burn is an arcade style racer in the same vein as *Burnout 3* (see page 74 for the review). It never runs the same predictable race because of the hazardous debris littered around the track. So your reactions will have to be razor sharp to get through the carnage. But if there's one certainty within *Crash 'n' Burn* it's that your car *will* sustain damage. It just depends on your skill, as to how much.

Playing online is where the real action takes place, particularly with the kamikaze mode. Racing in a pack of sixteen, we soon found ourselves in a brutal game of 'chicken'. Eight cars raced clockwise, and the others raced anticlockwise until they collided into a spiral of smoke, fire and pieces of twisted metal within seconds. The track looked like a bomb had hit it.

At the moment *Crash 'n' Burn* could potentially mwah! who're we kidding – challenge *Burnout 3* for it's destruction crown, but we're slightly worried by the lack of depth to the single player mode. At this stage, the incentives to keep you hooked consist of buying new paint jobs and nitro bursts, which is not particularly captivating. Fingers crossed that Climax throw in some surprises before the release date. Like all fingers. On an octopus. With hands.

SCUFF AT THE TOP: It's like *Burnout* with 'n'kickin' big explosions.

FIRE WE'RE WAITING? It's like driving hot rods down the road to hell.

FLAME ACADEMY: The visuals are brash and cartoony – if very hot. See?

DRIVE TO SURVIVE

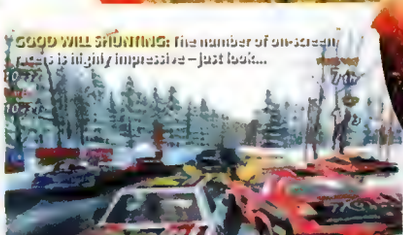
Like *Burnout 3*, near misses and causing chaos on the track will fill your boost meter. When the meter's full, tapping ◻ propels your motor forward, subsequently making it stronger and upping the mischief factor. Lunge into the arse-end of a competitor's car and he'll be hurled forward, skewering himself on objects or rolling into a ditch.

FENCE REUNITED: The scenery can be torn to pieces with realistic physics.

YOU PRANG, M'LORD? The front end will take a fair old smacking 'til the car croaks and dies.

COWBOYS AND ENGINES: The car handles like a hot rod at this stage so take immense care...

CAREER PROSPECTS: The ragdoll physics are ridiculous – a bike flying through a barge pole.


GOOD WILL SHUNTING: The number of on-screen racers is mighty impressive – just look...

"IF THERE'S ONE CERTAINTY... YOUR CAR WILL SUSTAIN DAMAGE"

Publisher: EA Games
Developer: EA Redwood ETA: November 2004

LORD OF THE RINGS THE THIRD AGE

Beards! Swords! Goblins! You know the routine; it's time for another traipse through the mud-sodden wastelands of Middle Earth. You. Shall. Not. PARSE!

ANTICIPATED FEATURES
- Control three new characters whose storyline runs parallel to the film trilogy.
- Literally thousands of mystical items and weapons to get beardy with.
- Fight alongside Gandalf, Aragorn and the hairy-toed Hobbits, among others.

On their own, beards are harmless – but combine them with an axe and an angry goblin and you're treading on rocky ground. No one likes to admit it, but the sweeping fantasy of the Lord of the Rings films *is* entertaining, and you can't help but be impressed by the vastness of former jam maker J. R. Hartley's vision. EA's latest Rings title, *The Third Age*, is, oddly enough, the first licensed RPG to take place in the ethereal land of Middle Earth. Cor.

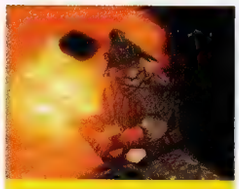
Despite the developers' head-shaking, the game is a clean-cut copy of *Final Fantasy*. The exploration sequences, wherein you mull around places like Helm's Deep and Rivendell, have a radar showing the layout of the immediate area in the top right corner and chests are located in flashing chests. See?

Then, of course, there's the battle system. The familiar turn-based combat has a menu and screen furniture layout that's *identical* to the *Final Fantasy* games in every perceivable way. And random battles that begin with a 'swoooosh' sound? Basically, it's *Final Fantasy* with facial hair.

The game's environments were lifted from visual effects masters WETA, the guys responsible for the films so every location you visit matches the film perfectly. From the walled-in fortress of Helm's Deep to the dusty tomb of Balin (where the Fellowship fought the troll in the first film), the scale and attention to detail is impressive. Fans will get a kick from arsing around their favourite scenes from the films, and it forms an impressive backdrop for the exploration sequences.

You control three entirely original characters who are on the tail of the Fellowship, meaning you'll witness the aftermath of scenes from the film. Entering Balin's Tomb, you see the troll, freshly slaughtered by Legolas' bow and deeper into the mines of Moria, you catch Gandalf tussling with the Balrog moments before he's slung into the pit below. Every actor from the films has done voiceovers, making the whole thing feel like an extension of the movie in the same way that *Enter The Matrix* did last year. The relentless action of the first two *Lord of the Rings* games has been kicked out in favour of tactical turn-based battling, character customization and exploration. Brave. **Andrew Kelly**

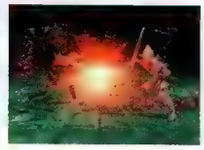
The Third Age **is this year's Rings game. In the absence of a film it's going alone this Christmas.**



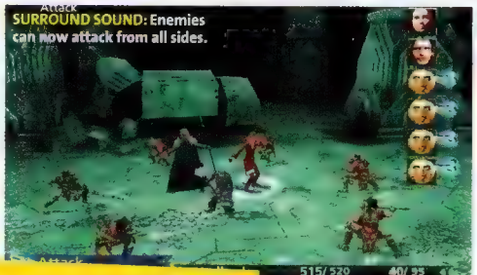
BAD TO THE BONE

Every chapter you complete can be played from the side of the enemy in 'Evil Mode'. Fancy chucking fireballs around as the whip-cracking Balrog? Any bad guy you've met and beaten can be controlled. And there's a point to this mode, too; you can unlock enemy weapons for use in the main game. So you can equip your warrior with an evil Uruk-Hai shield, if that kind of thing's your bag. Hell, you could even deck an Elf out in filthy goblin strides. The possibilities are endless. No, really.

AXE NICELY: This Elven lass can use powerful magic.



ARCTIC TROLL: These big beauties are a real highlight.



SURROUND SOUND: Enemies can now attack from all sides.

EQUIPPED TO THE POST

There are literally thousands of items to use in battle. There are many different types of armour, hundreds of weapons and upgrades by the satchel-load. Equipping these items also changes the appearance of your character, so starting out with a raggedy old cloak and a pair of leather pantaloons can quickly turn into a golden armour-clad, helmet-wearing super warrior. Each character has their own specific items, depending on class and status. Combined with the items gained in 'Evil Mode', you'll soon be a force to be reckoned with. The orcs won't know what hit them.

PSM² RECKONS

It's teeming with detail and feels polished throughout, but compared to *Final Fantasy X*, it feels characterless and meandering. Still, the incredible set pieces, amazing visuals and fanboy-pleasing film-related stuff makes it well worth a peek. There's still plenty of time for improvement, and we're certain it'll only be more impressive come release time.

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Publisher: Rockstar
Developer: Rockstar San Diego ETA: November 2005

MIDNIGHT CLUB 3: DUB EDITION

PAINTED LOVE: If you really want your car to look like this then go knock yourself out.

The bling is dead... Long live the bling. Rockstar pimp their ride to new levels of phat-ass-ness with a racer that's faster and smoother than NFS Underground. Believe.

ANTICIPATED FEATURES

- Three real cities: Detroit, Atlanta and San Diego.
- Real cars (featuring real damage) from the world's major manufacturers – from Mercedes to Hummer.
- Massive list of (still top secret) online features including racing and cruising.
- Keep a garage of up to 20 customised rides.

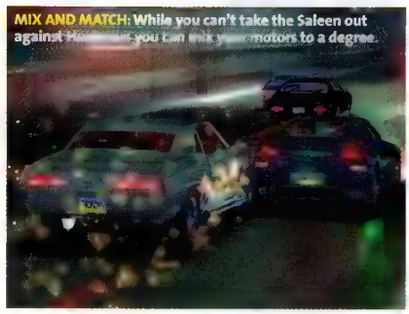
Have you ever read DUB Magazine? Go to Borders and secure yourself a copy. It's like a magazine from another planet. A world where rich sportsmen and rappers show off perfectly good sports cars and SUVs made *less roadworthy* through the addition of wheels so large they'd be welcome at a fairground. Ferraris and Mercedes are 'enhanced' to such a degree that their makers wouldn't recognise them. And if they did they'd spin in their respective graves. In a world of performance cars and games founded in driving realism the cars of DUB and *Midnight Club 3* are frankly ridiculous. But so very cool.

Since our earlier brushes with the game (where the superficial elements were all the game had) we've now played the beast – and got a pleasant kick out of every moment. It's murderously fast, has more lighting FX than a Metallica gig and – try as we might – we couldn't find the edges of the 'living city' tracks that have been the *Club*'s unique forté from day one.

The major new feature are the "all-real" cars this time around. And you can even damage them too. Makers as diverse as Mercedes to Toyota have models in the game though with the most extensive customisation options we've ever seen in a driving game they won't stay recognisable for long. It's perhaps too tempting currently to make your ride ridiculous and with the adjustments having no effect on the handling of the car there's no need for restraint. Start with the wheels (27" are but a few clicks away), add an air dam, custom paintjob and you've got a completely unique car within a minute. And it's possible to have 20 of them in your Memory Card 'garage' – one for every purpose, be it an All Japanese circuit race or a Classic Car showdown for souped-up Dodge Chargers and Chevy Impalas.

Hell, you can even tweak the bikes in the game, modding choppers or Aprilla race bikes until everything is just so. And then you can take the lot online, take part in tournaments (and win opponent's cars), challenge rival drivers to races or just cruise around showing off your latest aquisition. Rope-a-dope. **Daniel Griffiths**

***Midnight Club 3: Dub Edition* rides out on Davin-spinner dubs this November.**



MIX AND MATCH: While you can't take the Saleen out against H[illegible] you can mix your motors to a degree.

[illegible] AND THE TRAMP: Look! Shinier than Kelly's metal teeth. Blingo!

THE OLD EVO: This 'bishi is just one of the famous rides on offer.

JAP STARS: Mitsubishi versus Toyota. There's a decent stab at import racing here too.

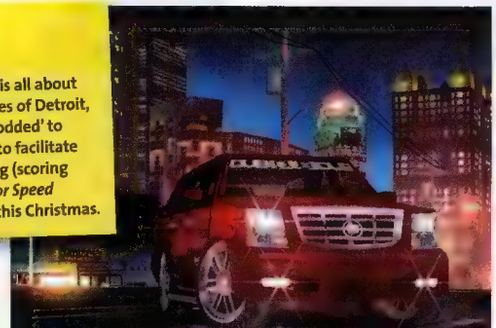
MOTOR MOUTHS

Regular readers will be familiar with the mind of Rockstar (the developers of *GTA* and *MC3*). Once again a shrowd of mystery (read: uncertainty) surrounds the game's smarter online features. We're told that you'll also be able to cruise a city showing off (rather than boring old racing). Plus you'll be able to join in events mid-race – a unique feature that gets rid of all the usual pesky hanging about in lobbies.

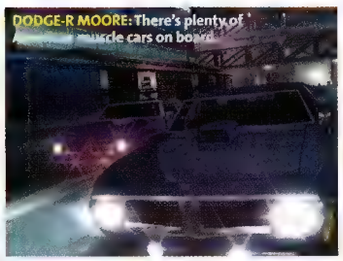
"ADD WHEELS SO LARGE THEY'D BE WELCOME AT A FAIRGROUND"

PSM RECKONS

It's got real cars, but that handling model is all about arcade action and fun. And the 'real world' cities of Detroit, Atlanta and San Diego have been similarly 'modded' to include 50ft ramps and massively wide roads to facilitate balls-out racing. With *Juiced* out of the running (scoring 59% in PSM2#53) it's looking like only *Need For Speed Underground 2* has any chance of stopping it this Christmas.



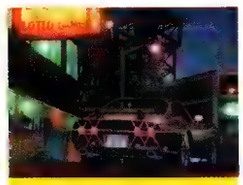
GLINT EASTWOOD: The game is packed with lighting FX. Every chrome surface is polished to perfection.



DODGE-R MOORE: There's plenty of muscle cars on board.

"IT'S MURDEROUSLY FAST AND HAS MORE LIGHTING FX THAN A METALLICA GIG"

HUMMER LOVIN': It might be the size of a bus, but it still drives like a sports car thanks to *MC3*'s arcade-style handling.



RACING GAME? NAH, IT'S A ROUTE-EM-UP!

One of the features that really sets the *MC* games apart is its reliance on short-cuts and alternative routes. Just follow the markers and you're certain to come third. Look for short-cuts, break from the pack and smash through shop windows and victory will be yours. Until the later, tougher races when the AI cars start doing the same and you're at the back of the pack once again.

CADDY STACKED

Star of the show is the Cadillac Escalade, currently the truck of choice with the world's premier hip-hoppers. It's a vast, ugly, van-like beast that can handle rims as big as the sun and stokes a 6 litre engine to deliver Ferrari performance. It's like putting a hotel suite on wheels.

DEAD MAN WALKING: Get shot once and the mission is over. War ain't fair, son.

Publisher: Ubisoft
Developer: Ubisoft Shanghai ETA: November 2004

GHOST RECON 2

If you're a fan of insanely difficult tactical shooters, this could be the game for you. And the good news? That is the good news.

ANTICIPATED FEATURES
- 14 levels, each with multiple objectives.
- Engage in frantic online multiplay with up to 15 players.
- Havok physics engine brings the environment to life.
- Control a squad or go solo as a 'lone wolf' operative.

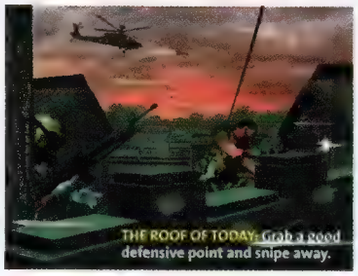
Realism, Excellence, Intelligence, Tension goes the Clancy mantra – and it's an ideal that this tactic-laden sequel slavishly adheres to. If you get shot once, you're out of it. If your team mates die, you might as well top yourself. This resolute dedication to realism is supposed to increase the tension, but all it really does is make the whole experience *bastard hard*. At the risk of sounding like big, mewling babies, we really don't want to ramble across two thirds of a level, only to be capped on the cheap by some unseen aggressor. This is still a videogame isn't it? Or isn't it?...

Ubisoft take their Tom Clancy games very seriously indeed. In fact, *Ghost Recon 2* was presented to us by a man in charge of 'keeping the franchise consistent' (rather than making the game good) and a trio of programmers with a vast knowledge of modern weaponry and tactical warfare. For the uninformed, the first game was a meandering 'war simulator' that saw you creeping through shrubbery to eliminate some typically nasty cut-'n-paste Korean terrorists. The sequel elaborates on this, but the flat, featureless environments of yore have been replaced by sprawling tactical, shootable playgrounds.

Although the game's producer repeatedly told us "We're not trying to be like *SOCOM*", they obviously are. Firstly, the FPS-style gameplay from the first game has been ditched in favour of a third-person viewpoint. Secondly, the online play looks and feels <cough> *very similar*, and thirdly, you can chat and command your team with the USB headset. Not like *SOCOM* at all then, eh? But we're big fans of *SOCOM*, and the visually superior *Ghost Recon 2* could sway our interest.

The command elements are minimal, however. There's nowhere near as much depth as *SOCOM*, but it's functional enough. A useful command lets you send a point man ahead to scout out the area, and with a varied cache of weapons (sniper, heavy weapons etc). But when push comes to shove, *Ghost Recon 2* does everything *very well*, but unless you're mad for warfare and guns (you big mentalist, you), it mightn't grip your brain forever. Andrew Kelly

Ghost Recon 2 will be flanking your six this November. Fire in the ho...


THE ROOF OF TODAY: Grab a good defensive point and snipe away.

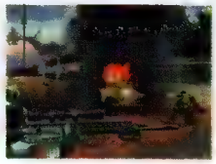
THE COLOURS OF WAR

This bizarre feature de-saturates the colours of the battlefield whenever a gunfight erupts or something explodes. It's supposed to create a feeling similar to films like Saving Private Ryan and Black Hawk Down, but to be honest, we barely even noticed it. When your attention is drawn to it, however, it works relatively well. No one'll notice it without being drawn to the fact. It's a bit silly.

TEMPLE OF DOOM: Attack this tranquil Korean temple.

PSM RECKONS

Ubisoft Shanghai are definitely innovating. A multitude of new game modes, online multiplayer and the ability to go solo as a 'lone wolf' make this much more than a simple re-hash. However, this kind of bullet-hurling trudgery can prove intensely boring, and we can't decide if the mercilessly realstic one-shot-kills are a good thing or not.



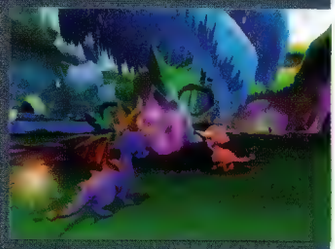
STOP PRESS!

STOP PRESS!

SPYRO: A HERO'S TAIL

Believe it or not, this is the sixth *Spyro* sequel. The flame-spurting infant's exploits have spanned PSone, GBA and PS2, and now, thanks to Vivendi, he's back for another crack. The platforming action from the first three PSone incarnations has remained largely unchanged, although the visual improvements are obvious. New developers Eurocom coded Nightfire and, more recently, the chart-topping *Athens 2004*, so they've got unquestionable experience with the PlayStation.

Familiar gameplay elements such as collecting scores of items, unlocking doors, setting fire to things and flying around all make a return, and if you're hoping for a competent platformer, this could do you nicely. We're not terribly excited – this is pretty much unchanged from the PSone games – but the bold visual style will ensure it appeals to younger players and the name should hook in the thousands of people who played and loved the first games. On the strength of this alone, *Spyro* will sell very well indeed. We're bigger fans of Crash (below) however.



STOP PRESS!

CRASH: TWINSANITY

From one PlayStation 'legend' to another. Crash Bandicoot, PSone's unofficial mascot, is now getting his own sequel, and this time it's a free-roaming 3D platformer in the mould of *Jak & Daxter*. The days of running towards the screen, being chased by boulders and suchlike, are all but gone. Thank christ for that. Yes, this Crash game finally delivers the freedom we demand and (with the exception of some infrequent slowdown (down to early code, we hope) it looks absolutely gorgeous. The draw distance is striking, and the levels are brimming with extraneous detail.

Sure, the gameplay is as basic as you like, but the levels are interspersed with puzzles that require quite a bit of lateral thinking. And, as you'd expect, there are hundreds upon hundreds of collectibles to pick up, and loads of mission objectives to keep things sweet. We think this is Crash's best game yet. More soon.

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8/10 EDGE

90% PLAYSTATION MAX

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10/10 P2

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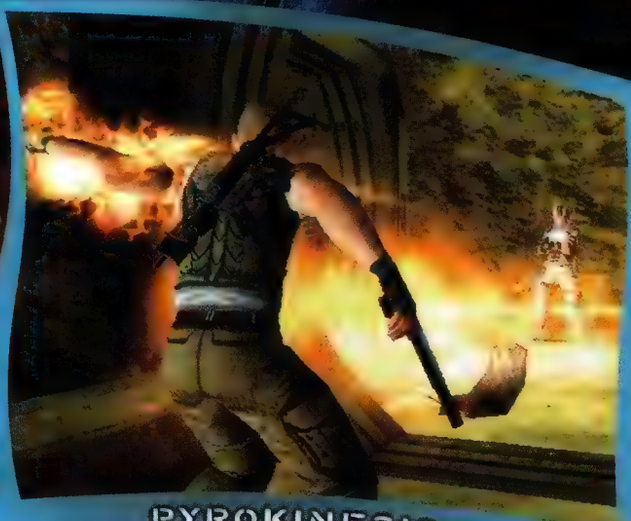

PYROKINESIS

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"IT'S PREDICTABLE LIKE A RHYTHM FLICK, BUT THE ACTION RARELY SLACKENS"
OBSCURE SEE PAGE 68

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

58 TOCA RACE DRIVER 2
Men in cars? Driving around tracks? It'll never catch on! Well, it has, actually. And it really straddled our souls. Find out why...

64 FIFA FOOTBALL 2005
The best FIFA yet? Probably. Do we really care? No, we're too busy playing *PES*. EA's footballing machine falters for 2005.

68 OBSCURE
A bunch of mouthy teenagers cave in the skulls of a hundred foul monsters. If *Silent Hill* is a moody drama, this is very much a comedy. With guns.

You want more?!
We've got reviews of Tiger Woods PGA Tour 2005 (62), Viewtiful Joe (66), Vietcong: Purple Haze (78), and Star Wars: Battlefront (80). Will that do you? Well there's more too

WELCOME...

DAN G

Interesting fact about this month's games – two of them let you salvage a bit of dignity after a multi-player spanking.

First there's the cracking *MK: Deception* and its long-awaited suicide option – can't face the humiliation of defeat? Top yourself and pretend it never happened! Then there's *Burnout 3*, where death – or smashing your motor into a million glittering shards – isn't the end, as you bring it crashing down on your pursuers' bonnets, forcing them to suffer the same crushing, face-twisting defeat you just experienced. Bwah.

Then there's the opportunity to be a snivelling, cheating miscreant in the online world of *Star Wars: Battlefront*. Is someone beating your ass to death? Call them a 'nancy', nick their AT-ST and saunter off into the distance. Cackling.

Yes, games may change, but defeat at the hands of wideboys will always pepper our lives. Here's to online games that let us have the last laugh.

EXCLUSIVE REVIEW! PAGE 54

MORTAL KOMBAT: DECEPTION

More modes, more fighters, more karnage!

PLAYING PS2 LONGER, HARDER,

DANIEL GRIFFITHS
EDITOR: After months of staring, Dan finally solves his magic eye puzzle. It depicts a lady chewing suggestively on a bolus of Trill. Quietly, he retreats to the bathroom.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Burnout 3: Takedown*

DANIEL DAWKINS
DEPUTY EDITOR: Dan's world of hairstyles halted this month in fear that no one would recognise him at Gamestars Live. Thankfully someone did. And they want that fiver back.
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *Leisure Suit Larry*

JORIN SIEVERS
PRODUCTION EDITOR: Our now-departed kiwi chum thought he'd found his ideal game in *Leisure Suit Larry*. Sadly, we had to tell him it wasn't *that* sort of virtual bongo.
SPECIALIST IN: Strategy Action
FAVE GAME THIS MONTH: *Colin McRae Rally 2005*

REVIEWED THIS MONTH!

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LEISURE SUIT LARRY: MAGNA CUM LAUDE
Unexpectedly funny *and* slightly arousing – get ready for grumble!

PSM2 GAME OF THE MONTH

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

U.S.Robotics
PSM2 plays online wirelessly with US Robotics hardware

PSM2 REVIEW PROMISE

PSM2's review scores are the only scores you can trust. Here's why:

- PSM2 is 100% editorially independent. That means unlike other mags which print what a game wants you to think, PSM2 tells you what it really thinks.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best gamers' magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how Sony's mouse affects a game or what the network kit is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- Look at our verdict box scores we take apart games in terms of graphics, sound, gameplay and lifespan.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2.
- PSM2 is written by gamers for gamers – and that means we're the only mag that has a budget hardware kit to play behind the sofa, but mainly good, solid, old-fashioned gameplay.

FASTER THIS ISSUE:

NATHAN IRVINE
STAFF WRITER: Nathan's hat conceals a 'fro that makes him the easiest member of the team to create in Tiger Woods. Facial hair? Afro? It must be Nathan. Or Shaft.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH:
Winning Eleven 8

JES BICKHAM
WRITER: Jes *still* won't shake his trademark maracas in the office, despite our pestering. 'Honestly, you're thinking of Bez!' quipped the Madchester raggamuffin.
SPECIALIST IN: RPGs
FAVE GAME THIS MONTH:
Indycar Series 2005

ANDREW KELLY
STAFF WRITER: Lost in life, Andy looked to the magic 8-ball for advice, but the orb simply laughed at him, broke in two and leaked ectoplasm onto his furtive grundies.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH:
Obscure

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Midway
Publisher: Midway
Players: 1-2
Memory Save: 600k
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

"BIG NEWS IS THAT THE WHOLE THING IS ONLINE, APART FROM KONQUEST MODE"

PSM2#53

GAMEFAX

TRIVBURST

- Board games, puzzles and adventure mode expand the *Mortal Kombat* experience.
- Three fighting styles and two fatalities per character, plus new suicide moves.

PSM2
SILVER AWARD
WATCH IT ON THE DVD VIDEO
THE MONEY SHOT
Everyone loves a bit of gore, and in this game each human being contains roughly 250 pints of bright red blood. You know you want it.

"TEN YEARS AGO YOU'D HAVE BEEN LOOKING AT THREE SEPARATE MK SPIN-OFFS. NOW THEY'RE ALL TOGETHER"

TOP 5 RETRO BEAT-'EM-UPS

- Punch Out (1984)
- Yie Ar Kung Fu (1985)
- Street Fighter II (1991)
- Mortal Kombat (1992)
- Karate Champ (1984)

GAMEPIE

40% Kicking
40% Punching
10% Stabbing
10% Tetris

FATAL ATTRACTION: This shouldn't be funny. But it is.

KNEESY DOES IT: You can do some particularly unpleasant things to soft, yielding joints.

"FINISH HIM... AND THEN THRASH HIS ASS AT CHESS KOMBAT FOR GOOD MEASURE"

MORTAL KOMBAT: DECEPTION

The only Tetris clone where you get to rip out your opponent's spine and eat his skullpiece...

How do you update a game series that's spanned five full sequels, a handful of spin-offs, and three entire console generations? In most cases, you'd simply give it a touch of bigger, better and more. But a one-on-one fighting game is a sad anachronism in today's world of stealthy realism... So does anyone *care* that Version Six kicks bigger, better arses than Version Five? And in these days of *San Andreas* can such a classic piece of videogame history still generate the required oohs and ahhs?

In a word – yes. *Almost*. But we'll get to that later. A beat-'em-up is basically two fantasy martial blokes belting the digital crap out of each other on screen, while in front of the telly their human masters stab buttons and try to remember whether it's Left-Up-Down or Left-Down-Up to snap their opponent's kneecaps off. *Mortal Kombat*'s designers knew it would take a bit more than that to reproduce the phenomenal success of the game's mid-'90s heyday, and so they've filled *Deception* with a whole load of stuff that has little to do with actual fighting.

Load up the disc and you'll find a *Puyo Pop* style puzzle game, a Chess-ish board game and what could almost be mistaken for a *Mortal Kombat* RPG sitting happily alongside the more familiar fighting action. Ten years ago you would have been looking at three separate *Mortal Kombat* spin-offs; now that they're bundled together you have to wonder if it might be to make up for some inadequacy in the main game. But, no...

The fighting part is very similar to the 2002 instalment, *Deadly Alliance*, which means there's sadly no return for the bloodily satisfying uppercut move that was one of the defining features of previous versions. Once again, instead of plain old face-to-face brawling, this is a *Soul Calibur*-style step-around. You can circle your opponent and try to manoeuvre him into one of the numerous death traps dotted around the newly interactive arenas. Shame you can't punch him 20 feet into the air while an announcer chimes, "Toasty!" in a falsetto voice though. Ah, memories.

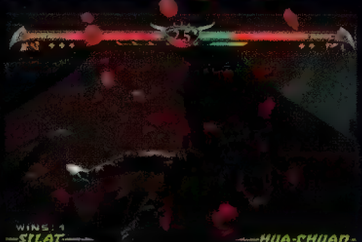
As before, each character has three fighting styles which you can cycle between with a single

HEALTH AND SAFETY

Working as a Mortal Kombatant has become yet more hazardous thanks to the addition of fatal traps absolutely everywhere. It's like the ultimate episode of The Greatest DIY Disasters From Hell Ever, with the added bonus of being able to watch people getting minced in imaginative ways.

GET UP, MATE: I don't think you should lie there, even if you do have 90% health remaining.

TOLD YOU SO: Ooh, that's gonna hurt come winter. See how he's split into four limbs and a bag of guts.



MIND THE GAP: They don't build safety railings round the arenas. A recipe for nasty accidents.

FLAME ON YOU: Projectile attacks are fairly limited in this edition of *Mortal Kombat*.

EXTRAS! EXTRAS! EXTRAS!

Unlockables!

- The unlockable secrets count, which stood at over 600 in the previous version, is so vast now that it has its own separate menu with multiple headings for filing your costumes, characters, artwork and other rewards.
- Perform fatalities by switching to the fatality fighting style, locking your character in place. Now you just have to locate the complete moves list...

BRAIN DRAIN

The game's two puzzle-based modes, Kombat Chess and Puzzle Kombat, provide some respite from the relentless fighting and killing of the main game. Of course, fighting and killing are both represented here too, but you'll have to match some coloured blocks or learn to play a strange board game first.

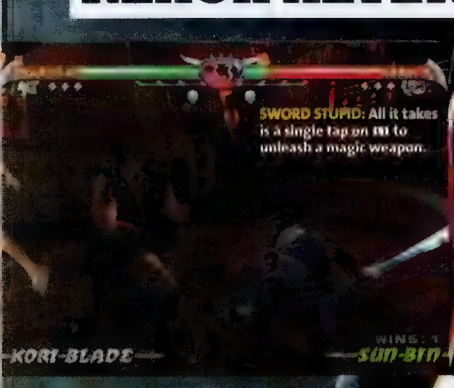
PUZZLING: We can't see the connection. But it's fun.

CHECKMATE: Characters battle to occupy squares.

BOARD STUPID: Either we're incredibly dumb or this is an oddball board game that seems to make up the rules as it goes along.

JUGGLE OF WAR: Keeping opponents airborne is the key to victory.
YING-YEUNG
SHINNOK
MEAT AND TWO EDGE: Smash the barrier and take the fight to another level.
HAPKIDO
LUNGCHUAN DAO

"YOU CAN SMASH YOUR OPPONENTS THROUGH WALLS AND FLOORS TO REACH ALTERNATIVE AREAS"



tap of a button. Two styles are unarmed combat techniques, while the third summons a weapon with which to administer the beatage. Swapping styles at the appropriate moment allows for outrageous combos that can reduce an opponent's health bar to a few red pixels. There's definitely something for fighting game experts to get their teeth into here; probably more than in any previous *Mortal Kombat*, even if it doesn't quite match the complexity and depth offered by *Soul Calibur 2*.

The arenas are excellent, offering clever/lucky players plenty of chances to score a one-hit win, and there's a ton of detail with more than cosmetic appeal. You can smash your opponents through walls and floors to reach alternative areas where you might find weapons to pick up, obstacles to hide behind or death traps to snare a cheesy victory. Almost every scene has the potential for spike-body interfacing or an unfortunate meat grinder incident. Battle your enemy to a standstill and you get the chance to finish him off with a comically gory Fatality. *Deception* marks a return to the good old days of two Fatalities per character, plus a few surprises. Watching your character tear a couple of ribs out of his opponent's chest, then stab him in the eyes with the pointy ends, is one of the game's main attractions. Even *San Andreas* can't do this.

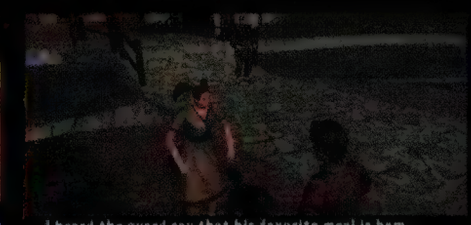
So the Kombat part succeeds in providing titillating violence and enough depth to satisfy all but the most hardcore of fight fans. It's a shame you've still got to discover (ie, read a magazine) and memorise button sequences to see the Fatalities. Maybe next time they'll include a mode where two characters stand still and you can make them explode simply by pressing START?

Fortunately the three incredible bonus modes should help alleviate the disappointment. Kombat Chess is the most interesting of them, despite having little to do with chess. Two armies sit at opposite ends of the board, and the aim is to kill whichever character your opponent chose as king. To 'take' a soldier you jump into a full-on *Mortal Kombat* fight, but with a handicap system thrown in to help ensure the best player can actually lose from time to time.

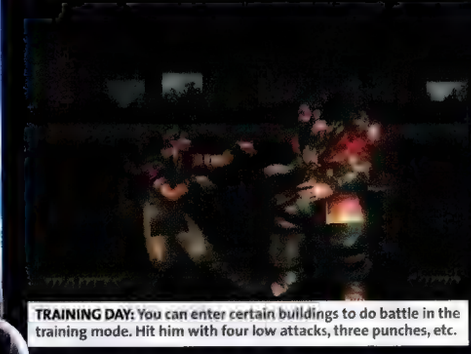
Depending on the class of character and which player is the attacker, there's a damage multiplier that means you might be able to win with a couple of hits but it will take 10 shots to defeat you. Or it might be the other way round. You can also cast spells to resurrect defeated warriors, and there are special power squares which may boost or diminish your chances of victory, depending on who's occupying them.

KONQUERED

This is Konquest mode – a combination of dojo training and RPG heroics that might have benefited from some judicious use of the Delete key at an early stage of programming. While the main game provides sumptuous backdrops, lovingly animated characters and a game engine refined by more than a decade of development, Konquest looks and plays like a shoddy, first-generation title. It's worth loading just to check out the awful dialogue and non-existent AI. And you're actually *obliged* to play it if you want to unlock certain characters and costumes.


I heard the guard say that his favorite meal is ham.

GREEN EGGS AND SHAM: Do you think this means I should go find some ham if I want to get past the guard? Sheer genius.



TRAINING DAY: You can enter certain buildings to do battle in the training mode. Hit him with four low attacks, three punches, etc.

It's somewhat slow, thanks to the process of thinking, moving, loading and fighting that happens at every turn. And it's confusing too – if there are any tactical or strategic nuances that stretch beyond your ability to do a one-round *Mortal Kombat* fight better than the other player, we haven't found them yet. At least it's something you won't see in any other beat-'em-ups.

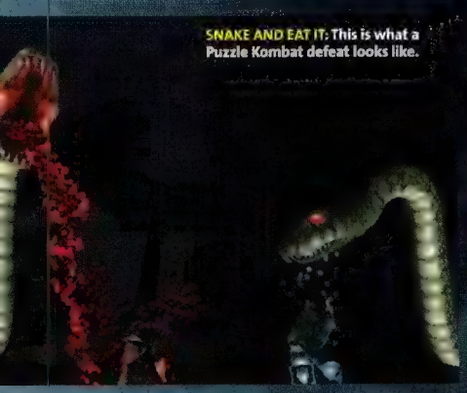
Puzzle Kombat is a different beast, in so much as it has absolutely nothing to do with *Mortal Kombat*. It's about matching coloured squares that fall from the top of the screen, and making them vanish by adding a detonator block to the pile before it hits the ceiling and you lose. At the bottom of the screen a couple of super-deformed fighters play out a comical fight according to how well you're playing the puzzle – not that you really notice when you're concentrating on the tumbling pairs of blocks. Addictive stuff.

Finally, Konquest mode is an expanded version of the training mode from *Deadly Alliance*, presented as a kind of RPG. You wander around a town, talking to locals and learning how to be the next martial arts superhero. The townsfolk follow daily routines, with special events happening at set times, and you can speed up the clock while you wait for something interesting to occur. As an add-on it's surprisingly exhaustive. A few years ago this would have been a stand-alone title in it's own right. Sadly, it's also a tad rubbish. The graphics are duff compared to the main fighting mode, the voice acting and script are embarrassing and nobody bats an eyelid when you walk around the place beating random, identical strangers to death.

But two out of three ain't bad, considering they're just bonus modes. This isn't just the biggest *Mortal Kombat* to date – it's the biggest fighting game, full stop. Topping this will take some doing. **Martin Kitts**

■ *MKD is out this October.*

"PUZZLE KOMBAT IS A DIFFERENT BEAST, IN SO MUCH THAT IT HAS NOTHING TO DO WITH MORTAL KOMBAT"


SNAKE AND EAT IT: This is what a Puzzle Kombat defeat looks like.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Packed with bizarre game modes. – Konquest mode is a bit of a joke.	+ Detailed interactive backgrounds. – Konquest mode looks rough and basic.	+ Typically meaty sound effects throughout. – Poor voice acting in Konquest mode.

LIFESPAN

Mastering the extra modes, should you wish to, will add weeks to the lifespan. And online play guarantees you someone to play with.

MINUTES — YEARS

IT'S BETTER THAN...
MK: DEADLY ALLIANCE

IT'S WORSE THAN...
SOUL CALIBUR 2

It's the fighting game they threw the kitchen sink at. The new modes mean there's something for everyone, and the new fatalities are always entertaining.

85

INFOSTRIP

DETAILS
Dev: Codemasters
Publisher: Codemasters
Players: 1-8
Memory Save: 489kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"A MASSIVE SLICE OF REALISM THAT CASHES IN WHILE GT4 STUTTERS"
PSM2#52

GAMEFAX
Driving
Realistic
Network
Addictive

TRIVBURST
- The PS2 version includes saveable replays, 99 new car/track combos and Spain's Catalunya circuit. (That means 52 circuits, 35 cars in all and up to 21 cars per race).

2/10
Lap: 1/3
Race time: 02:02.02
Lap time: 02:02.02
PSM2 GOLD AWARD
THE MONEY SHOT
The DTM cars may not be as quick as Masters GP, but they're just as much fun to drive. The Australian V8s run them pretty close, too.
SALOON-ATICS: TOCA's driving is awesome – even without the variety, it'd be worth buying.

SKYLINE 'EM UP: Bathurst's crazy mountain section in a Nissan supercar... genius.

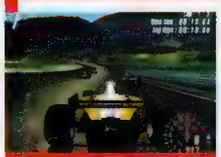
"MORE CARS THAN JAMIROQUAI'S LOW-LOADER"

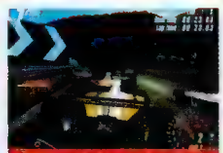
TOCA RACE DRIVER 2

NOTHING'S GONNA STOP US NOW

***Race Driver 2*'s AI cars will often block your passes – these guys don't just sit on the racing line and wait for you to slide past wherever you like. It makes them some of the most convincing opponents around. Sometimes that's awkward, true, but it's something you can exploit...**

Dummy: The obvious path is down the middle, but that makes a tighter – and slower – entry to the corner. But pull out anyway...


Stupid computer! I stepped over to block us. Sucker!


Ha! Now we're in a good line. We swoop past on the outside.

The original Race Driver, Ryan McKane, is dead. Long live Race Driver 2...

Every cloud, they say, has a silver lining. That might be because every cloud is frighteningly full of aeroplanes and 'they' are actually pilots screaming their last words in poetic surprise. "Aargh, every cloud has a silver lining!" Crackle crackle. And they're never heard from again. Anyway, the point: Formula One (bear with us) is in such a pathetic state they're altering the tracks for the cars, even though the tracks were there first, and they're travelling to rubbish circuits just because they've got great hospitality suites. F1 also guards its property extremely jealously, so anything resembling their 'show' is in trouble. This means other games – *TOCA Race Driver 2* included – must look to less famous circuits. Every cloud...

TRD2 has an almost embarrassing number of great tracks, and throws you straight onto them. Laguna Seca: a crazed rollercoaster with a famous chicane on the side of a cliff. Kyalami: with super-fast, blind corner complexes. Surfer's Paradise: with its concrete walls and slippery, sandy roads. You get 52 circuits in total, all very different, all fantastic, all within 20 minutes of hitting your PS2's power button. Of course, you do have a few F1 venues to 'look forward to', including the A1-Ring (abandoned this year due, presumably, to it not being flat and dull enough, despite it being built specifically to be flat and dull in comparison to the old Osterreichring it destroyed, which wasn't flat or dull at all) and the PS2-exclusive Catalunya circuit. Catalunya's not a bad layout, and any addition is welcome, but when you've got the likes of Bathurst – which is faster and has a truly mental mountain section – it feels a little lame.

Of course, the ultimate aim in *TRD2* is to reach the Masters Grand Prix series, which is F1 in all but name. And while it's undoubtedly excellent – the cars are incredibly fast – getting there is as much fun as being there. With the truly strange exception of the *WRC*-style rally cars, everything is a snarling joy to drive. There's no first-hour blues

"THE PS2 EXCLUSIVE CATALUNYA CIRCUIT IS A WELCOME ADDITION"

QUESTION...
"Who or what is TOCA anyway?"

GAMEPIE
50% Clattering panels
30% Passing cars
10% Hating rallying
10% Worshipping tracks

ANSWER
TOCA runs the British Touring Car Championship, and licensed its name for Codemasters' original BTCC sim. Over the series the cars have gone, but the name has stayed.

LANCER-LOTS: Oddly, these well-known cars are quite rubbish in TOCA. 46mph? Go home.

THE SPICE OF LIFE

While more traditional in design than new class-leader *Burnout 3*, *TRD2* gives you access to some awesome stuff right from the off, while still rewarding persistence with worthwhile unlocks. Could this be the end to the *GT1, 2* and *3*-inspired trudge from shopper to supercar? Let's hope so. Within half an hour of switching on you can be in some incredibly varied machinery with profoundly different behaviours.

TOCA Bowlers: these Bowlers – heavily modified Ford Escort Mk1s – are rolly-over hilarity incarnate. Find them in Free Race.

All Pro-Sim: a hardcore handling mode, intended as a testing intro to single-seaters. Find them in the main career.

TANG ARCH: these Arches are hilarious. And you get them almost straight away. Woo hoo!

GREAT BARRIER GRIEF: Street racing demands furious accuracy when slotting your way through.

EJECT, EJECT: Spectacular view, huh? Shame it's the last thing you'll ever see.

EXTRAS! EXTRAS! EXTRAS!

New Pro-Sim mode

- Also new and exclusive for PS2 is the 'pro-simulation' difficulty mode. This is intended for those using steering wheels, and gives far greater subtlety of movement. If you've got the hardware it certainly works well – but takes a lot of getting used to if you're a joypad man.

stuck in wheezing, insipid boxes. It's straight into top-class machinery such as Aston Martins and race-prepared Nissan Skylines. Wild slides are easy since everything's either rear or four-wheel drive, and powerful. The front wheel drives – including, ironically, the TOCA-controlled British Touring Cars from which the game derives its name – have been dumped as too dull. Applause here, please, as they're right. Even relatively gutless, 300bhp front-drivers just tend to understeer (plough straight on) under power, which is far less amusing than going sideways. The only slight fly in the ointment is that, after a period in the doldrums, the BTCC's profile is rising again so anyone buying this for Matt Neal and Yvan Muller will be disappointed.

Many other countries have more citizens to pay for all the 4.2 litre Jaguars their fat MPs want, so petrol taxes don't need to be as high – and their road car series tend to have bigger engines as a result. Outrageous power and styling also secure Germany's 450bhp touring cars (DTM) as a highlight, while Australia's V8s are beautifully powerful and benefit from superior tracks. Sadly you can't just drive any car on any course because of licensing issues, but there are 99 more

"IT'S STRAIGHT INTO TOP-CLASS MACHINERY SUCH AS ASTONS AND SKYLINES"

combinations available on PS2 than any other previous version of the game. Choice. We love it. And variety. In between regular races are 'funky' events – challenges including truck racing, ice racing, 1950s hotrods, rallying and rallycross. How do the last two differ? Rallycross involves packs of cars on looped circuits, while rally is point-to-point, alone against the clock. And the rallycross is superb, while the rallying should be tortured and killed in a snowy wood somewhere. The only other blemish – and it plays an equally small part – is the way your engine stalls if you brake in the air. We're only talking centimetres up, here, so the first thing you know is the car's dead and it's hardly slowing. This can cause massive shunts, and heavy damage ends your race on the spot. Qualifying and car set-up have been banished to simulation mode, so what is this sim-ish element doing here? With no real braking feedback, it's just a random annoyance. It happens rarely, but it shouldn't happen at all.

Nevertheless, *Race Driver 2* is better than the first game in every way. The handling, the visuals, the AI, the storyline, the voice acting: it's all a massive step on. This game, along with *Burnout 3* and *Gran Turismo 4*, is one corner of a triangle every driving fan should disappear into. *Burnout 3* does crashes, *GT4* does reality porn and *TRD2* does the rest of car racing. Door-bashing, bumper-smashing, tail-sliding *racing*. It's glorious. What more could anyone possibly want? **Steve Williams**

■ *TOCA 2 is released on October the 8th.*

PSM2 VERDICT

GAMEPLAY
+ Brilliant cars, brilliant handling, brilliant races.
– Rallying and ice racing oddly hopeless.

GRAPHICS
+ Fast, smooth, colourful and sexy.
– Not as fast as *Burnout 3*. But then what is?

SOUND
+ Great voices and nice in-car effects.
+ Engine sounds can be a bit Casio synthesiser.

LIFESPAN
Solo it's a considerable challenge and online adds more. However, the loading times will test your patience.
MINUTES — YEARS

IT'S BETTER THAN...
R: RACING EVOLUTION

IT'S WORSE THAN...
BURNOUT 3: TAKEDOWN

TOCA RD2 is unfortunate to appear alongside the astonishing *Burnout 3*, but deserves a share of the limelight. Tracks, cars and – vitally – racing are all superb.

90

INFOSTRIP

DETAILS
Developer: EA Canada
Publisher: EA
Players: 1-4
Memory Save: 113KB
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

DOT.COM
www.defjam.com
Head down to the official Def Jam website to check out the latest tracks and info of all licensed artistes featured in the game.

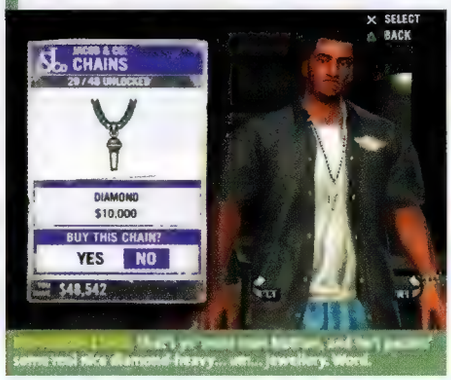
GAMEFAX
Beat 'em up
Violent
Multitap
Sequel

TRIVBURST
- 70 brawlers including Method Man, Snoop Dogg and Carmen Electra
- Interactive venues from subways to dance halls
- Multiple fighting styles like Submission and Karate

HAMMER TIME: When Ludacris makes contact with this household tool, it's 'lights out' my friend.
THE MONEY SHOT
Pulling off Ice T's trademarked Blazin' move, which involves the rapper's boot, and two swollen man-spuds. Ouch
PSM2 SILVER AWARD

FREE STYLE

No fighter would be complete, without being kitted out in expensive clothing and accessories. You can choose clothing from Reebok, Converse and Atari's potential gaming superstar, Mark Ecko. You can even select which pant leg you want to roll up, or which jaunty angle you want to set your headwear. Useful.



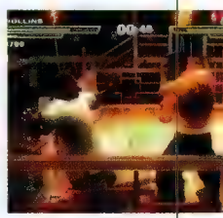
"I'M GONNA BREAK YO' FACE. **MEET MY SLEDGEHAMMER, BE-ATCH!"**

DEF JAM FIGHT FOR NY

Hip-Hop until you drop... or at least until Busta Rhymes lays the smackdown on yo' ass...

After *UFC: Sudden Impact* (PSM2 #51), we thought that we'd indulged in the pinnacle of limb-cracking gameplay. We'd never played a beat-em up with such realistic weight distribution. That is, until *Def Jam: Fight For NY*. EA's hip-hop scuffler deals in MTV generation Uber violence – inhabiting the scuzzy sweetspot between the The Matrix' goggling SFX and Fight Club's face pulping brutality. And check this out, EA have even given us the digital moves to break Patois mumbling, Sean Paul's face. Aces.

There's something for everyone in EA's follow-up to *Def Jam: Vendetta*. From busting up Snoop Dogg's gangly frame, to choosing which ear you should insert that $400K diamond-stud, *Fight For NY* has got the lot. It's also got one of the best storylines ever seen in a beat-em up, but we'll get to that later.



PUBTALK

The smart arse thing to say down the boozer.

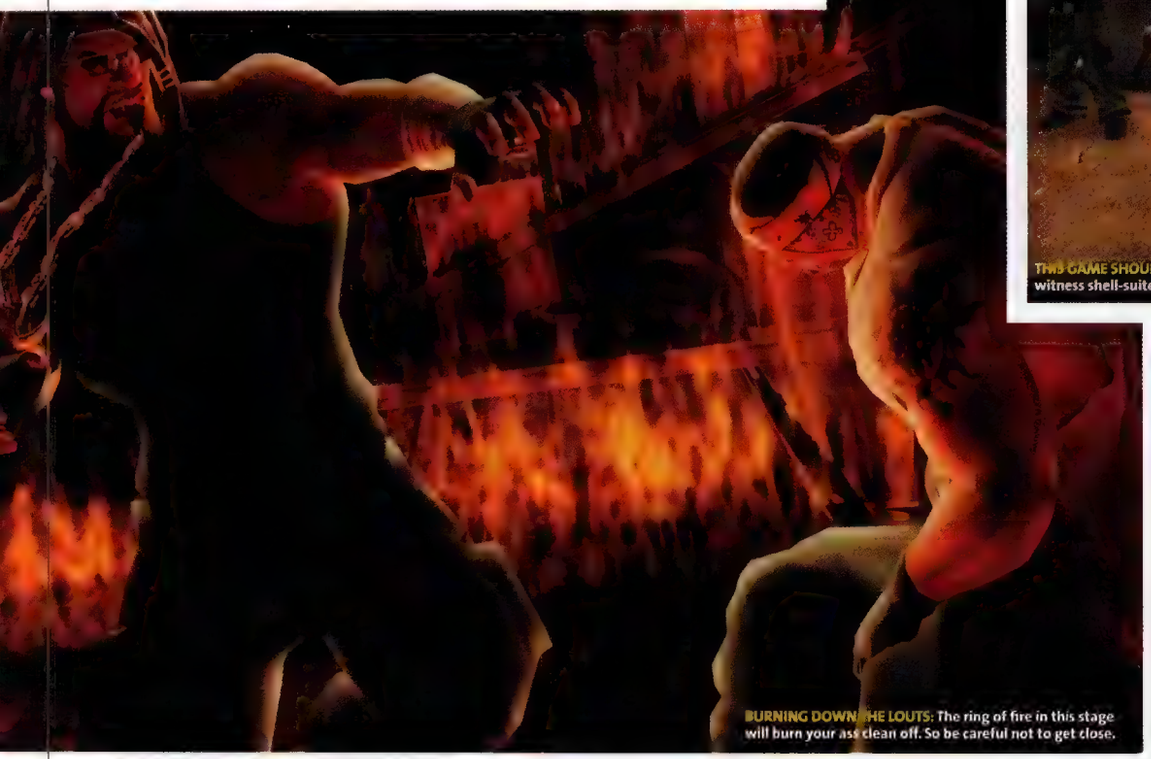
"Did you know, that Snoop Dogg got his nickname from his mother who said he looked like the cartoon character, Snoopy? Charming, eh?"

TOP 5 DEAF PEOPLE

- Beethoven
- Lou Ferrigno (The original Hulk)
- Gene Wilder in See No Evil, Hear No Evil
- Def Leppard
- Mos Def

GAMEPIE

40% Mercilessly shoeing Sean Paul, just for fun
20% Kicking Fat Joe under a subway train
20% Smashing Ice T's face into a wall
20% Cracking a fluorescent light tube over Lil' Kim's charlies

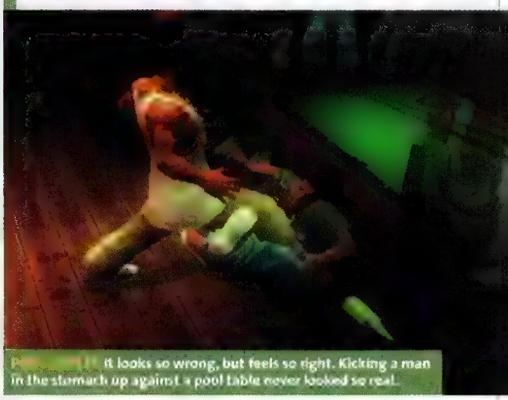


BURNING DOWN THE LOUTS: The ring of fire in this stage will burn your ass clean off. So be careful not to get close.

THIS GAME SHOULD BE DANNY G: Look carefully and witness shell-suited Dan G about to get his face pulped.

CROWDED LOUTS

Unlike *Vendetta*'s restricted, conventional ring-based brawling, *Fight For NY* pits you in the middle of a baying crowd and interactive surroundings. The crowd will beat the crap out of you if you get too close, but they'll also hand you weapons to whack your opponent with. You can also use the environment to crush your foe, like stoving their head into a Humvee car or scraping their face across a wall.



[illegible] It looks so wrong, but feels so right. Kicking a man in the stomach up against a pool table never looked so real.

DANCE OF DEATH: This breakdance move is deadly.

CRACK-CORE: Fight in a carpark and wreck your opponent's face.

EXTRAS! EXTRAS! EXTRAS!

Sack 'o Brawls

- As well as fighting through the career mode to unlock venues and brawlers, you can also buy them after 'versus' battles. After each fight, you're awarded 25 points which you can collect and spend in the Def Jam Shop. You can even buy Carmen Electra if you like.

Fight For NY takes place in EA's fictional underworld of US rap culture. In a similar vein to the film Fight Club the illegal bouts are all about laying your opponent out cold, by *any* means possible. Whether that means snapping their back over a snooker table or flinging them into the path of a subway train, you can be as sadistic as you like. Unlike every other beat-em up on PS2, *Fight For NY* only allows you to finish off an opponent in a vicious fashion. So you can't rely on punching and kicking to finish them off, oh no, you're going to have to find your own specialist KO formula. Try and fight legally and you'll be bashing buttons for hours. You've got to finish this – with style. For example you can grab a bottle from the crowd and smash your opponent across the face, or you can ram their head through a jukebox, it's totally up to you.

Another finisher making a welcome return, is the Blazin' mode. As with *Vendetta*, you control your blazin' action by building up your momentum meter, and moving the right stick to get your fighter psyched up. From there on, it's all about grappling your victim (with ⊗) and unleashing one hell of a thrashing by tapping the right stick again. The freeze frames during particular Blazin' combos are impressive, as they happen during high impact moments. The gameplay's so solid, raw and ghoulsihly satisfying that most PS2 scrappers – including the *Smackdown* series – feel limp and emasculated by comparison.

"WITH A STORY MODE THAT MAKES SENSE AND FEELS GOOD"

Holding L1 at the same time as pressing ⊗, △ or □ (grapple, punch, kick respectively) will result in a powerfully enhanced attack that'll turn your opponents face into a crisis zone. And everything looks so good that you can literally see the characters eye's bulging from their heads as they're crumpled with a haymaker.

The story mode creates genuine emotional attachment. When you create a character, it takes place in the form of a Police Identikit (or sketch drawing), with you choosing the facial attributes of someone's 'assailant'. Once your fighter's been designed, he steps seamlessly into the many cut-scenes of an in-game move that's like Menace II Society meets Fight Club. Depicting your rise from street punk, to streetwise leader, the story twists to a satifying showdown. The personalisation of your brawler can also be tweaked throughout the game (see Free Style) and thanks to the constant clothing rewards, you're always striving to create unique (if not entirely realistic) looks. But the bulk of the game is hitting clubs and fighting to control turf – a bit like *Risk* but with a G-rap soundtrack.

Story mode aside, you can take part in 2-on-2 slugfests, or take on three 'friends' in a fatal four-way. Hell, you can even engage in cruel subway scuffles – loser gets chucked under a train. *Fight For NY*'s bombastic visuals, chunky blows and intuitive controls will woo even the most lapsed fight fan – especially those estranged by the fudgy collisions and intricate pantomime of the WWE. In short, we can't get enough. Which is unfortunate for Sean Paul, who's been under more trains than a railway mechanic. **Nathan Irvine**

■ *Fight for NY* will be rappin' and wrestlin' in stores from the 1st of October. Go bust it out.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Toe-to-toe tussling at it's finest – Beating people up can become repetitive	+ Brilliantly detailed characters and buckets of gore – Some twitchy frame rate	+ Hip-Hop soundtrack and genuine voice samples – Sean Paul has the most grating dialect ever

LIFESPAN

The story mode will grip you until the end. Then add the multitap and some friends and you'll be grappling for months.

MINUTES — YEARS

IT'S BETTER THAN...
UFC: SUDDEN IMPACT

IT'S WORSE THAN...
SOUL CALIBUR 2

Sure it's heavy on the hip-hop tip, but under it's blingin' exterior it's an blood lettin' hardcore smash 'em-up, that's going to bust your game-playing nuts.

86

INFOSTRIP

DETAILS
Developer: EA Sports
Publisher: EA
Players: 1-8
Memory Save: 318kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

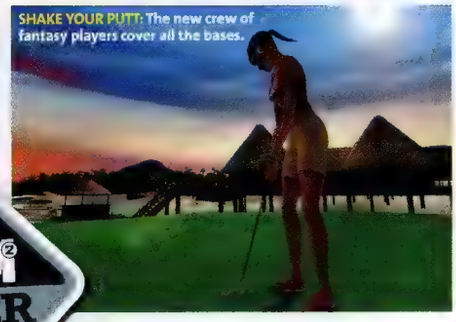
PUBTALK
The smart arse thing to say down the boozer.
"Of course I use the analogue swing to draw and fade the ball around dog-legs. Works eeeevery time."

GAMEPIE

80% Last year's game
10% New play modes
05% New courses
05% New customisation

GAMEFAX

TRIVBURST
- 11 brand new courses (with three classics returing from last year).
- Play against five 'legends': Ben Hogan, Jack Nicklaus, Arnold Palmer, Seve Ballesteros and Gary Player.


SHAKE YOUR PUTT: The new crew of fantasy players cover all the bases.

THE MONEY SHOT
Playing the Legend Pursuit mode which leads you by the hand on a golfing adventure of RPG proportions. Unlock players, courses and slowly carve your own tale of golfing greatness.

PSM2 SILVER AWARD

TIGER VISION

Another new feature is the new 'Tiger Vision', a mode designed to make the game *even friendlier* and even *easier to play*. Activate it and Tiger will look at exactly where you should be aiming, making long putts a simple matter of lining up with the target. Fortunately you can't use it all the time – that would be too easy.

I'VE GOT WOODS: Now Tiger's head is always on the line to give away the location of where you should be aiming. Cheers.

"GOLF HAS NEVER BEEN SO FRESH OUT THE BOX"

TIGER WOODS PGA TOUR 2005

A golf game so good it's almost enough to make you love real golf. Almost...

It's not much of a secret to admit that when we do reviews of sequels the first thing we do is check out what we thought about last year's offering. Does the new game play any better? Does this year's version fix the faults we found last year? And how much new stuff is there? Last year the *'Woods* disappointed us a little. There was a tiny amount of new features and what was actually new (lot's of daft comedy characters) was actually a bit pointless. We suggested that the game was actually better than golf itself but you'd still be better off with 2003's version on the cheap. Well, things have changed. *PGA Tour 2005* is probably EA Sports most accomplished title ever. They may be fumbling in the dark with FIFA at present but – thanks to that lacklustre *Tiger 2004* – they're firing on all cylinders for 2005.

After the uneasy lightweight introduction of comedy players and whizz-bang nu-metal stylings last year, EA have now included the solid new features to back the package up. It's all about customisation this time around. The Game Face II system on board is so powerful that this year's non PGA players (ie, the comedy old man, sexy lady, dork, etc) are created using it. So, if you can't get a decent likeness of yourself in there you can at least invent another comedy idiot to play golf as instead.

You can even tweak your player's stance and swing to mimic your own. Or why not recreate your favourite non-included real golfer? It's possible to waste days editing characters rather than actually playing golf.

The other major new feature is the 'Tiger-proofing' options, allowing you to modify the vast 14 courses here to create your own. OK, so you can't design a course from scratch but you can pick and choose holes and stretch the size and width of fairways, greens and hazards to bend them totally out of shape if required. Mix and match holes from different courses and create your own dream 18. Again, it's so involving and easy that you can spend hours tweaking rather than playing.

But what of the game itself? What amazing new control system have they included this time? Well, not much has changed gameplay wise. The new Legend Pursuit mode is a great intro into one of the most 'mode' packed and intimidating games EA make and – finally – there's full online play too, but in terms of looks and *raw button press* gameplay little has changed.

But why mess with a winning formula? There's 11 brand new courses, more play modes than the rest of the EA sports roster combined and a tried and tested swing mechanic that cannot be bettered. It's almost perfect. **Daniel Griffiths**

■ *Shoot for Tiger's shiny new pin this October.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The unbeatable analogue swing system. – It plays exactly the same as last year's game.	+ The most gorgeous and confident game yet. – Stand it next to last year's game – identical.	+ Great commentary – if a little bland and gentle. – The EA rock soundtrack is unintentionally funny.

LIFESPAN
Playing a round can take hours. Mastering a course will take a month. Besting all the modes and 14 courses will take forever.
MINUTES ——— YEARS

IT'S BETTER THAN...
TIGER WOODS 2004

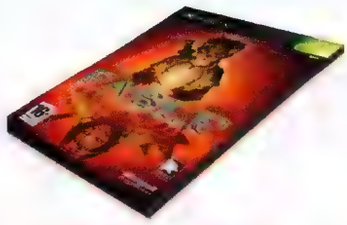
IT'S WORSE THAN...
PRO EVOLUTION 3

Almost impossible to fault. It's bizarre split personality of serious golf-sim vs crazy-in-the-face 'attitood' is the only half-slug in a perfect sporting sandwich.

82

ON FRIDAY 8TH OCTOBER

EVERYONE WILL LOVE YOU



FABLE

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LIONHEAD STUDIOS

Microsoft game studios

XBOX

it's good to play together*

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INFOSTRIP

DETAILS
Developer: EA Canada
Publisher: EA Sports
Players: 1-8
Memory Save: 220kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

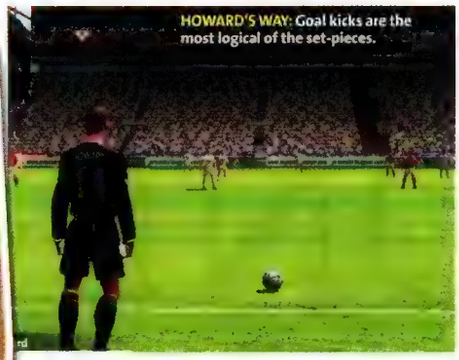
PREVIOUSLY IN PSM2...
"WE'VE BEEN DYING FOR A FIFA GAME THAT PLAYS AS GOOD AS IT LOOKS"
PSM2#54

GAMEFAX
Sports | Official licence | Multitap | Sequel

TRIVBURST
- Virtual 15 year Career mode with management and training options.
- 77 unlockable extras including Old Trafford stadium by night
- 18 licenced leagues.

THE MONEY SHOT

Hitting R1 to send your striker snaking between two defenders, delivering the perfect through ball, then using right stick First Touch to nutmeg the last man and slot one home. Perfect.

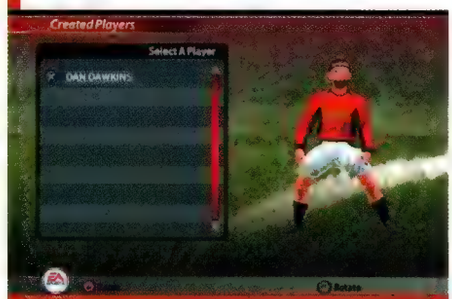

HOWARD'S WAY: Goal kicks are the most logical of the set-pieces.

SAVAGE BEATING: Slide tackles are more effective than ever in FIFA 2005

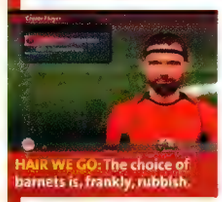
PSM2 BRONZE AWARD

CUSTOMISE EVERYTHING

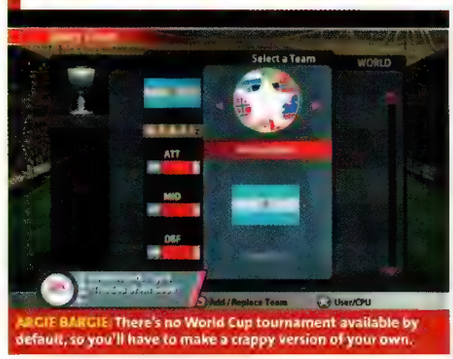
You can tweak attributes, accessories and appearance. Problem: while the editor's flexible, it's too sprawling/imprecise to make an accurate rendition, as our *dreadful* version of Dep Ed Dan D below attests. You can also shift players between clubs and create custom tournaments.



MAN U MUST BE JOKING: No, really, that's Dep Ed Dan D warming up – he's currently the only player in our save roster.


HAIR WE GO: The choice of barnets is, frankly, rubbish.

HAIR WE ARE: No game can replicate Dan's rubbish mop.



ARCIE BARGIE: There's no World Cup tournament available by default, so you'll have to make a crappy version of your own.

"IT'S THE BEST FIFA YET... AND YET IT'S INEXPLICABLY DISAPPOINTING"

FIFA 2005

Technically gifted, but struggling to hold a place in our PS2 – EA's update is the videogame equivalent of Joe Cole...

Defenders, rejoice: the sticky new First Touch control.

Office debate <No, 963>. There's something wrong with *FIFA 2005*. But nobody can agree on *what*. "It's less, err, fluid than *PES4*", murmurs Nathan. "The set pieces are rubbish", argues Milf. "No, that's not it", offers a mystery voice from <yes> a neighbouring Xbox magazine, "the problem is that while *PES4* feels like a simulation, *FIFA 2005* plays like a *game* – you've got to think about every move, rather than acting on instinct". The office falls silent. The inability to define the problem *is* the problem. Unlike *PES4*, where every button press yields a measurable result, *FIFA 2005* too often leaves you guessing.

Take crossing, for example. A lengthy prod of ◎ sends a floating ball into the box, but even with analogue stick guidance, you're never quite sure *where* it's heading. Even when you meet the ball with a header, you're never sure if you've held the shoot button long enough, invariably looping the ball wide. Your teammates rarely make intelligent runs, and often go missing, leaving you as the sole midfielder in a sea of opposition players. It's possible to wallop the ball into the top corner from twenty yards, but one-on-ones are invariably smothered by the keeper. You can run thirty yards with a defender trailing behind, but after a while regardless of whether he's made up sufficient ground he'll inevitably regain possession with a slide tackle.

Don't get us wrong. The abiding impression is of an intelligent passing game, but *FIFA 2005* seems to be forcing situations to keep everything ticking along. In fairness, *PES* does exactly the same thing, but does so *naturally* you rarely spot the computer's balancing intelligence at work (like the way it slyly aligns players for tackles). *FIFA 2005* keeps things tight at least, by making, say, Van Nistelrooy inexplicably shin one from five yards, or urging the keeper into a great save.

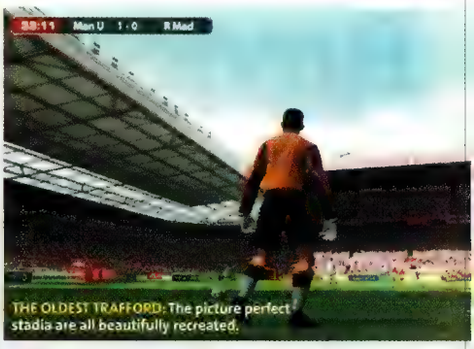
It's far from bad news. The new First Touch feature works sublimely. A flick of the right analogue stick as you receive the ball, pokes the ball in the corresponding direction and lets you steal a yard on a defender – a feature sorely missing from *FIFA 2004*, where it was impossible to break the defensive line without repetitive passing triangles. The skill move system has also been refined, so rather than perform a pointless on-the-spot dance before losing possession – like

QUESTION...
"Who is the most expensive player in the world?"

GAMEPIE
45% Sweating in midfield
30% Kicking the ball at the keeper
10% Navigating menus
10% Scoring beautiful goals
05% Saying 'yes' to overwrite saves

ANSWER
Juan Sebastian Veron. The languid Argentine has attracted £77.2m in cumulative transfer fees since 1996. The largest was from Lazio to Manchester United for £28.1m.

MODEL PROFESSIONAL: Yes we said it last year, but the players look really quite spectacular.

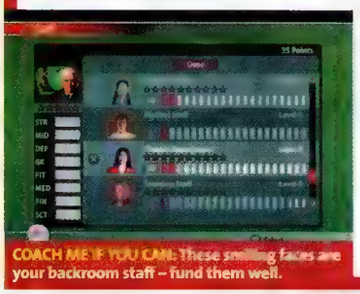

THE OLDEST TRAFFORD: The picture perfect stadia are all beautifully recreated.

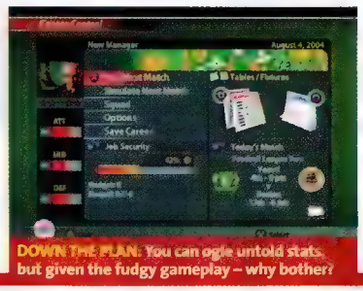
FRENCH FLIES: Pires really can ghost past defenders, thanks to the enhanced skill moves.

SHAPING UP: Careers are terrible – press a button, jostle and pray for something.

SO YOU WANT TO BE A MANAGER?

The Career mode puts you in charge of a struggling club with control over activities from scouting, training to money management. You can plough money into coaching to build team attributes and win the league. If you hit your targets, bigger teams like Real Madrid will come knocking. You can even jump in at any time to turn things around. While comprehensive, it lacks the compulsion or tactical depth of the Master League in *PES*.


COACH ME IF YOU CAN: These smiling faces are your backroom staff – fund them well.


DOWN THE PLAN: You can ogle untold stats, but given the fudgy gameplay – why bother?

RESIDENTIAL EVIL: The lower league stadiums are realistically crappy – a nice touch.

FIFA 2004 – you can snatch a yard and lose the defender. By tapping the right stick at 90° angles to your movement, you can shimmy past opponents sideways, like the invaluable R2 shuffle move in *PES*. Hold the right analogue away from your direction of movement, and great strikers like Henry will even skip the ball over an advancing keeper another great touch, dependent on timing.

Standard passing is intuitive, if slightly sticky due to the (beautiful) lengthy animation frames. In five minutes, you'll be stroking the ball about like Arsenal, exploiting open space and cute angles. The ability to press L1 and send players on runs works brilliantly, unlocking defences and showcasing the enhanced through ball dynamics. (Hold L1 and △ for lofted passes, like *PES*). The 'revolutionary' – ie. shit and confusing involving four button presses – Off The Ball system returns,

"YOUR TEAMMATES RARELY MAKE INTELLIENT RUNS AND GO MISSING"

but tucked away like a ginger stepchild. Your capacity to initiate teammate runs is so flexible, it's as if the developers have chosen to keep them still unless prompted. Is it really too much to ask for Frank Lampard to move five yards ahead without having to jam down the L1 button and pray he reacts in time?

As usual player likenesses are superb, with realistic animation and loquacious commentary. *Naturally*. Game modes are extensive from the LDV Vans trophy to Spanish Second Division but the haphazard quantity diminishes the prestige of individual events. The 'throw enough shit and it sticks' approach extends to the music, lurching unfathomably from Morrissey, to The Streets to dire Italian house. The Career mode lets you tinker with every element of a club, but when tactics make little difference to the way you play, and with players feeling so similar there's little to choose between Rooney and, say, Tommy Doherty the effort seems wasted.

In terms of individual elements shooting, passing, trickery it's the best *FIFA* by a mile. Sadly, like Chelsea under Claudio Rainieri, it fails to gel as a team. As with every *FIFA*, you'll love your first ten minutes, but the compulsion to return soon diminishes. *FIFA 2005* might have the First Touch, but lacks the lasting impression. **Dan Dawkins**

■ **FIFA *will be hypnotising suggestible punters soon.***

SAVE TONIGHT: The keepers are incredibly good at close range.

OFF THE POINT: The *Off The Ball* feature returns – and it's OK. Ish.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Great passing and First Touch feature. – Erratic random shooting and dubious AI.	+ Realistic animations and great stadia. – Slightly deformed player models.	+ Rich commentary and team specific chants. – Splattershot licenced tunes.

LIFESPAN
There's a huge number of game modes and unlockables but lacks the long-term tactical depth and hierachy to keep you playing.

MINUTES ——— YEARS

IT'S BETTER THAN...
CLUB FOOTBALL

IT'S WORSE THAN...
WINNING ELEVEN 8

The Best FIFA Yet™ shows genius, but lacks the cohesion that separates a great team from a team of great players – and inescapably, it pails next to *PES4*.

79

INFOSTRIP

DETAILS
Developer: Clover
Publisher: Capcom
Players: 1
Memory Save: 76kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"Dee Bradley Baker, the guy who does Joe's voice, also lent his vocal stylings to the Navy Seals in *Metal Gear 2*."

GAMEPIE
30% Slowing down
30% Speeding up
10% Zooming in
10% Cracking up
10% Folding over
10% Red spandex

GAMEFAX
Platformer — Jap curio
Addictive — Hard

TRIVBURST
- Three insane VFX powers: slow down, mach speed and zoom in.
- Play through the game as Dante from *Devil May Cry*.
- Customize Joe with a load of extra super powers.

STRIKE A POSE: The zoom ability makes things a little easy at times.

THE MONEY SHOT

Nothing beats close-up mode for looking cool as. Tap △ and you can use a stunning whirlwind kick, knocking enemy after enemy into oblivion.

THE DEVIL YOU KNOW

Finish the game on any difficulty and you can play as Dante from *Devil May Cry*. He's exclusive to PS2 and although you play through the same levels as Joe, Dante's move set is very different. The combination of sword and pistols is immensely satisfying, and his plotline is ridiculous and hackneyed in the best way. We hate to admit it, but we prefer Dante's scenario to Joe's.

[redacted] combined with Dante's shooters, is fun like nothing else.

"TONGUE IN CHEEK B-MOVIE MADNESS"

VIEWTIFUL JOE

Childish superhero tosh? Pah. When you see Capcom's stunner in *motion*, you'll be eating your words...

Joe is all things to all people. He's faster than a speeding bullet, knows martial arts, is able to control time and can wear red spandex without looking like a fool. He's the man of steel, the caped crusader and every other superhero you care to mention rolled into one. Put simply: he'll blow your mind.

Before we begin, we can't stress enough how important it is that you see *Viewtiful Joe* running before you forge an opinion. Screenshots simply cannot illustrate the wondrous beauty of Joe's VFX powers, and when you first see him unleash a barrage of slow-mo spin kicks, you'll think it's the best game you've ever played. The combat wouldn't seem out of place in a full-on beat-'em-up and there are more combos and special moves than we care to mention. And, as if that wasn't enough, the whole thing can be slowed down, sped up or zoomed into, creating a whole new set of moves three times over. Confused? Let us explain Joe's VFX abilities.

Using slow-down sucks you into a Matrix-esque vacuum of exaggerated movement that lets you zip around enemies, linking combos and knocking them into each other. Then there's mach speed. By speeding himself up, Joe can release a devastating flurry of super-speed punch and kick combos that cause enemies to burst into flames. The third and final power is close-up mode. By nudging the right analogue stick, Joe strikes a pose for the camera and can then dish out a lethal cocktail of acrobatic flips and strikes. Throughout the game, the traditional platforming is interspersed with puzzles that halt Joe's progress. These may seem simple at first, but when you understand the game's skewed sense of logic, you have to start fiddling with your VFX powers to figure them out.

From the gentile opening level to the intense finale, *Joe* keeps your mind and thumbs on the edge. There's barely a moment of rest, and every second of play involves hitting something until it dies. The brilliant Saturday morning cartoon bosses, stark, cel-shaded visuals and stylized B-movie plot combust with the utterly compelling gameplay to form one of PS2's most exhilarating experiences. It's balls-out, hardcore platforming all the way, and the fact that you can even play as *Devil Cry*'s Dante (complete with hilarious Austin Powers-style quips) makes this an essential purchase for gamers wishing to expand their horizons. **Andrew Kelly**

■ *Join Joe's skewed reality on October 22.*

PSM2 VERDICT

GAMEPLAY
+ Flawless combat and brilliant platforming.
− But it can be needlessly hard at times.

GRAPHICS
+ Stylish and teeming with personality.
− Some horrible textures sometimes pop up.

SOUND
+ Hilarious voice acting and B-movie music.
− Some rubbish techno music in the odd fight.

LIFESPAN
Seven levels of sheer madness. They vary in size, but you'll knock through the entire game in about seven hours on normal mode.
MINUTES — YEARS

IT'S BETTER THAN...
MAX PAYNE 2

IT'S WORSE THAN...
SOUL CALIBUR 2

***Joe* plays beautifully, looks like nothing else on PS2 and will test your thumbs to breaking point. Essential madness for those brave enough to try it.**

88

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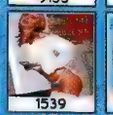
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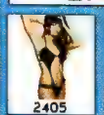
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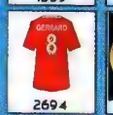

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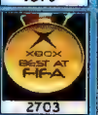

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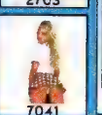
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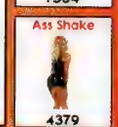

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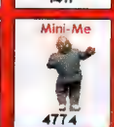

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INFOSTRIP

DETAILS
Developer: MC2
Publisher: Ubisoft
Players: 1-2
Memory Save: 380kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT NICKS IDEAS, BUT DOES IT WITH SUCH APLOMB THAT WE CAN'T COMPLAIN"
PSM2#53

GAMEFAX
Horror
Violent
Original
Hard

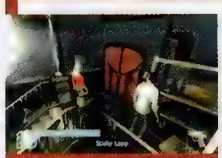
TRIVBURST
- Switch between characters at any point in the game and exchange items.
- Plug in another controller for co-operative play.
- Characters have their own skills, such as picking locks.

BAT'S THE WAY: Two hapless teens seek out monsters armed with only sports equipment.

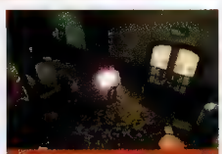
JUST THE TWO OF US

The five characters in *Obscure* must work together to overcome a number of obstacles. Prodding ↑ on the D-pad sends your AI team mate to the nearest object, which stops you from having to dash around madly bashing ⊗. You can also press ⊡ for some advice, depending on which characters are present.

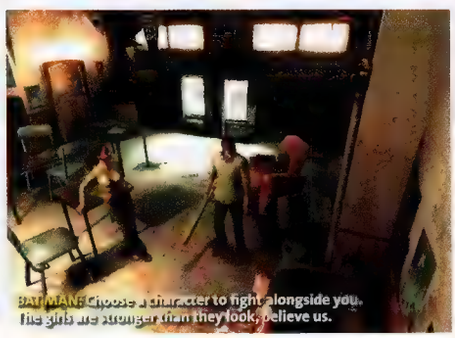
ICE PICK: The lock picking is very much like *Hitman's*. Characters with higher skills have no time meter, so choose wisely.



SHELF LIFE: Combine items using sticky tape. Ingenious.



TEAM PLAYER: Work together to defeat the evil.



BATMAN! Choose a character to fight alongside you. The girls are stronger than they look, believe us.

DEAD RUSH: This poor sap dies soon after you save him. Not a pleasant sight.

"A BUNCH OF BRATS WHO YOU WANT TO SEE DIE HORRIBLY"

OBSCURE

Ubisoft's high school horror shrieks out of development hell with shocking results.

There's nothing we like more than collecting and combining seemingly useless items, creeping through dimly lit corridors and floundering with cryptic puzzles. The mystifying appeal of survival horror has yet to be fully explained, but developers still chuck them out like bile from a demon's sallow innards. And we daren't complain – although the arcane gameplay and mildewed visuals can prove mighty unpleasant, we still have a place in our blackened hearts for this type of thing. So it was with great pleasure that we booted up Ubisoft's latest scare-fest, the thoroughly decent *Obscure*.

The game opens with a slice of lush FMV that sets the tone for the rest of the game. Miniscule punk twats Sum 41 blare over

THE MONEY SHOT

Get your hands on a shotgun and the tables turn. You can obliterate zombie after zombie with your boomstick. Extremely satifying.

TOP 5 TEEN HORROR

- Scream
- Final Destination
- Carrie
- Urban Legend
- The Faculty

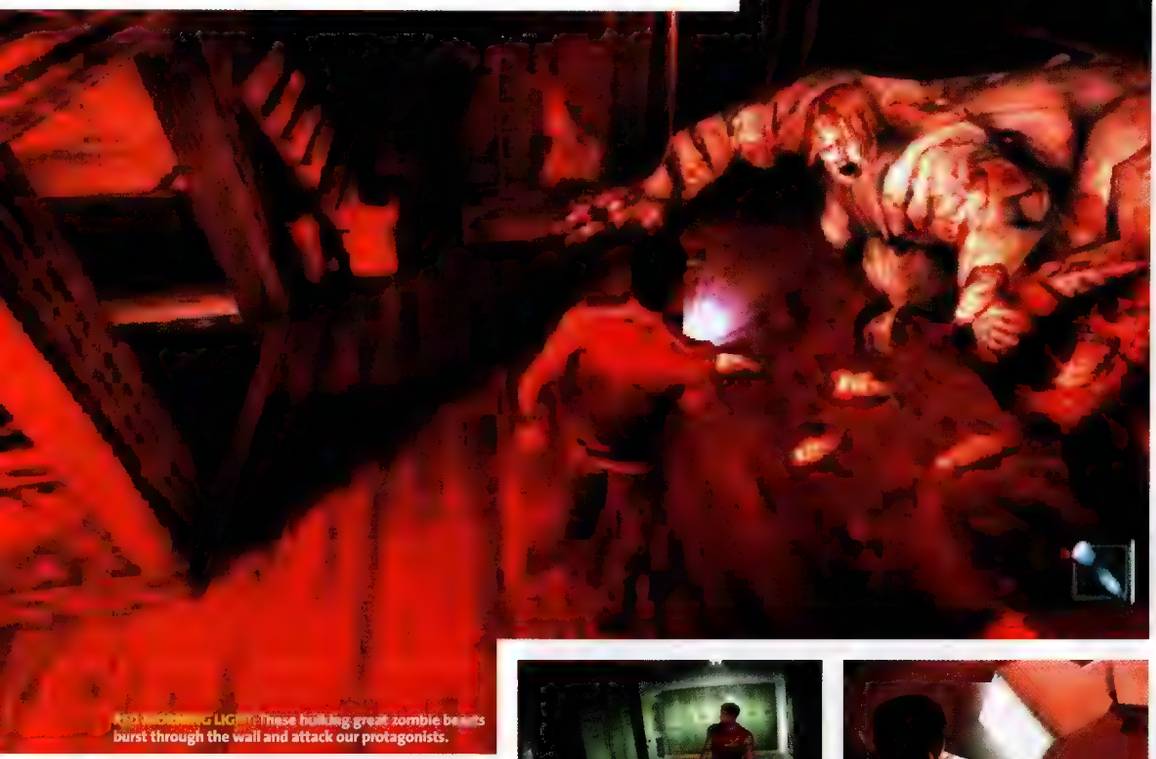
GAMEPIE

30% Screaming
30% Shrieking
20% Wailing
10% Howling
10% Weeping

PUBTALK

The smart arse thing to say down the boozer.

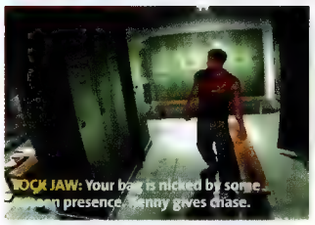
"Destroying enemies with light? Pah! Hideo Kojima got there first with the Gameboy Advance title *Boktai: The Sun Is In Your Hand*. It had a built-in ultraviolet sensor."



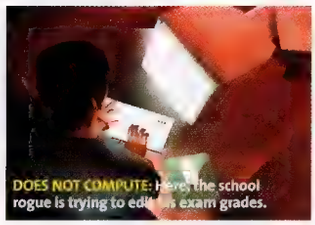
TOO LOOKING LIGHT: These hulking great zombie beasts burst through the wall and attack our protagonists.

CONSUMED BY DARKNESS: Festering evil spreads across the classroom.

The window! Quick! Light!



TOCK JAW: Your bag is nicked by some [illegible] presence. Kenny gives chase.



DOES NOT COMPUTE: Here, the school rogue is trying to edit his exam grades.

"A WHOLE NEW ANGLE ON SURVIVAL HORROR MAKES OBSCURE WORTH A BLAST"

scenes of the soon-to-be seriously haunted Leafmore High School, intercut with the game's token mouthy 'jock' character 'shooting hoops' with his 'buds'. Yes, compared to the misery of *Silent Hill*, this is unashamedly schlock – you just *know* that one of these poor buggers is going to be violently quartered by some ungodly Hellion.

Anyone who's ever played a *Resident Evil* game will find *Obscure* comfortingly familiar. Holding L1 primes your weapon, and the puzzles follow a similar vein. However, a multitude of new features keep things interesting. Tapping ◎ lets you flip between characters, while the AI (or one of your friends) controls your partner. An intuitive menu system (which is an identical clone of *Metal Gear*'s sliding boxes) makes exchanging and combining items simpler than nicking from an infant. This emphasis on teamwork is a refreshing change from the mundane drudgery of *Silent Hill*, and with another player, there's nothing like it on PS2.

Obscure's bestiary, although nowhere near as interesting (or unsettling) as *Silent Hill*'s, serves as the game's most interesting feature. As well as shooting and mauling them to death, you can combat their festering evil with light. Shining a torch in a zombie's face or smashing a window open weakens it, making the monstrous fiends ripe for lead-filling or skull-cracking. Design-wise, they're fairly uninspiring – masses of glued-together body parts coated with sickly effluent and cackling beanpole ghouls, but they do the job.

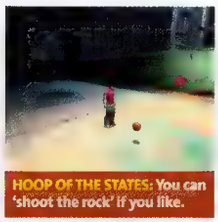
The school itself is brimming with extraneous detail. Developers MC2 have painstakingly crafted each room with an exemplary attention to detail that's rarely seen in this age of textureless caverns and identikit corridors. Whether it's scribblings on a blackboard, scuff marks on the linoleum or the contents of a long-dead student's desk, the dizzying amount of detail packed into each scene is bewildering. And when it gets dark, flicking on a torch casts a wave of beautiful volumetric light across the room, causing real-time shadows to flicker and arc across the walls. Once again, it doesn't quite match up to *Silent Hill*'s splendid lighting effects, but for a game that's literally come out of nowhere, we're impressed.

It's also worth noting that *Obscure* is *bastard hard*. If it were a person, it'd be Gordon Ramsay, bad-mouthing your lobster bisk and lunging at you with a frying pan. Almost every melee battle results in you losing a large chunk of health, which combined with the lack of health packs and bullets, makes for a savagely unyielding game. But we reckon that's the point; it keeps you on your toes, and you become genuinely apprehensive when faced with a macabre chorus line of dithering zombie quadrupeds. The puzzles usually require reading a clue first, then finding a missing part, sticking it somewhere and twiddling with it. Very *Resident Evil*, but for the most part, they're fairly simple, but a choice few had us barking and clawing at the screen like animals. Rest assured, *Obscure* will test even the most dab of hands.

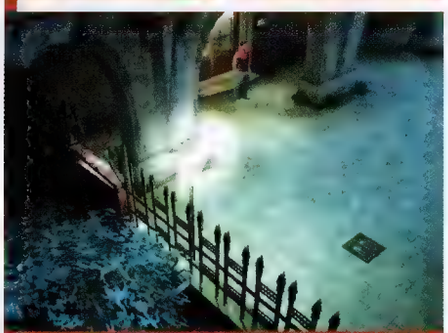
THE NIGHTMARE BEGINS

The opening crawl is one of our favourite moments in the game. Kenny follows a shadowy figure through the eerily empty school and down into a basement beneath the building. He meets up with a Gollum-esque student who has been locked in the basement for God knows how long, and the pair try to escape the filthy hovel. Soon, a massive beast bursts through the wall and snags the pair on its claws. After a bloody cutscene, Kenny is dragged into the darkness and the game's title flashes up.

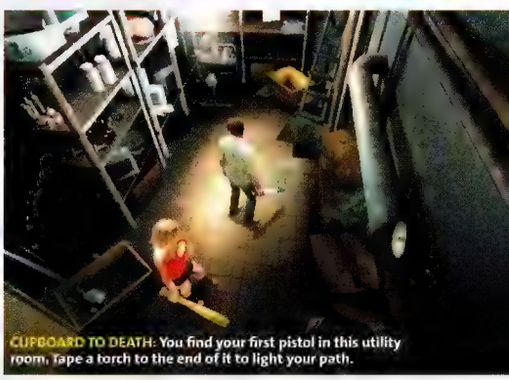
BOG READ: Check out the toilet. Why? Why not?



HOOP OF THE STATES: You can 'shoot the rock' if you like.



SHADY ACRES: The chase leads Kenny into a miserable, shit-smeared cellar beneath the school. Spooky.



CUPBOARD TO DEATH: You find your first pistol in this utility room. Tape a torch to the end of it to light your path.

You've seen it all before, of course – but *Obscure* scores well on two counts. Firstly, it has few obvious pretensions. It does everything it claims to, and does it brilliantly. Secondly, the atmosphere is spot on. If you're a fan of teen horror movies like Scream, this should suit you nicely. The characters, location and the cliché-ridden dialogue all combust perfectly, separating it from *Silent Hill* and *Resident Evil* despite the obvious similarities. If you're looking for something to fuel your bloodlust after the disappointing *Silent Hill 4*, *Obscure* should fit the bill. The set-pieces are memorable and it reeks of quality. **Andrew Kelly**

■ *Join the teens for a scream or two from October 1.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Highly competent and rarely lets you down. – Can be difficult and unforgiving at times.	+ Full of detail. Excellent character design. – Some of the monsters are dull and uninspiring.	+ Passable voice acting and atmospheric music. – Some of the dialogue is ham-tastic.

LIFESPAN

Survival horror veterans will take 9 hours to complete it, while the rest of us struggle to top 15. But there's no real replay value, sadly.

MINUTES — YEARS

IT'S BETTER THAN...
SILENT HILL 4: THE ROOM

IT'S WORSE THAN...
SILENT HILL 2

A pleasant surprise. Responsive combat, challenging puzzles and a whole new angle on survival horror makes *Obscure* well worth a blast.

80

INFOSTRIP

DETAILS

Developer: Stormfront
Publisher: Atari
Players: 1
Memory Save: 86kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PUBTALK

The smart arse thing to say down the boozer.
"Drizzt Do'Urden will be familiar to *Baldur's Gate* fans. In one quest, you could help the Elf defeat some bandits – or kill him and nick his armour."

GAMEPIE

50% Manly beards
20% Prancing Elves
20% Screaming Goblins
10% Big choppers

GAMEFAX

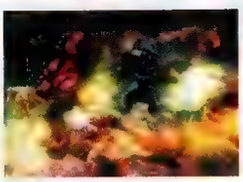
TRIVBURST

- Switch between three characters: Rannek the warrior, Illius the mage and Zhai the rogue, each with specific skills and powers.
- Unlock, learn and master combos and magic attacks.

LIGHTNING ROD: Illius the mage can unleash powerful magic attacks such as this.

THE MONEY SHOT

The opening battle is one of the most exhilarating things we've ever played. There's so much going on that you forget about the mundane button-bashing gameplay.



"A FANTASY QUEST IN THE GRANDEST CINEMATIC TRADITION"

UNDER CONTROL

Some scenes in the game let you control other characters. One of our favourites sees you take control of Drizzt Do'Urden, a twin-sword wielding madman who's been a mainstay of the *Forgotten Realms* franchise for years. Earlier, in the Wizard's Tower, Illius takes control of a massive armour-clad robot man with a huge axe that sees you waste scores of goblins with one lethal swing.

IRON GIANT: As the goblins swarm towards you, the giant's axe swings and sends them flying as dragons soar past. Exciting stuff.

SAUSAGE TROLL: The trolls must first be knocked down, then killed with fire. This is intensely annoying.

FORGOTTEN REALMS: DEMON STONE

Lord of the Rings with less hobbits, (slightly) more brains and some of the sexiest boss battles on PS2.

Now, acclaimed D&D author R.A. Salvatore is doubtless proud of the labyrinthine fantasy world he's created in *Demon Stone*, but barely a moment goes by without some unfathomable new word being introduced. The simplest of conversations suddenly devolve into reams of hackneyed fantasy terminology, surpassing even *Lord of the Rings* in terms of bearded, apostrophe-laden silliness. But in saying that, *Demon Stone*'s plot still had us gripped, as did the entirety of the game.

Things kick off with an almighty battle that could well have been plucked from Peter Jackson's cutting room floor. Flame-spewing dragons rush past, massive towers collapse and a thousand tiny men fight in the background. The illusion of being in the centre of an all-out war has been brilliantly realized, and the game is packed with similarly impressive spectacles. It is an illusion, however, and when you realize that all you've been doing for the last hour is bashing ⊗ and occasionally tapping R1 to block, your interest begins to fade.

The three characters at your disposal display an impressive range of skills. Rannek, the token bearded warrior, is particularly adept with a sword and can mash pretty much anything up with his Gauntlets of Ogre Strength. Illius the mage can cast forth magical projectiles with his staff which makes him ideal for covering the melee fighters from afar. Finally, Zhai the rogue is the team's stealth character. When you select her, entering shadows makes you invisible for a short period, allowing you to silently pick off enemies. The sneaking is poorly implemented, but it adds variation to the ceaseless hacking. Zhai can also jump with a prod of R2, but the collision detection is absolutely horrendous, consequently making the platform sections reek of *arse*.

Switching characters mid-battle is simple enough. Squeezing the D-pad flips between them, while the AI takes over for the others. Refreshingly, the computer rarely cocks up and can be trusted to keep your men in order, but occasionally their health will start dwindling and you have to step in. Some levels will automatically select one character for a section, but for the most part, you're in total control of the team.

The set-pieces are epic, there are few moments where your weapons aren't needed and it looks and feels like a triple A title. It even has voice acting from thespian Patrick Stewart and Hollywood behemoth Michael Clarke-Duncan. But, sadly, you're often left cold when you realize that you're simply being led through scripted moment after scripted moment. **Andrew Kelly**

■ Demon Stone *is hacking and chopping now.*

PSM2 VERDICT

GAMEPLAY
+ Exciting swordplay, magic and stealth.
– Bash, bash, bash, bash, block, bash, bash...

GRAPHICS
+ Stunning graphics throughout the game.
– There's a frankly rubbish cave level we hate.

SOUND
+ Impeccable voice acting and an orchestral score.
– No complaints. It sounds like a movie.

LIFESPAN
The game is quite lengthy and presents a real challenge on 'normal' difficulty. If you persevere, it'll take a solid ten hours.
MINUTES — YEARS

IT'S BETTER THAN...
DYNASTY WARRIORS 3

IT'S WORSE THAN...
LORD OF THE RINGS: ROTK

A sprawling epic that never ceases to amaze. Tiresome gameplay ultimately lets it down, but the odd moment of brilliance occasionally slips through.

74

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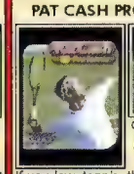
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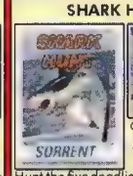
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INFOSTRIP

DETAILS
Developer: Codemasters
Publisher: Codemasters
Players: 1-8 (online)
Memory Save: 4,103kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEDIGIT
34
The number of unlockable vehicles in the game. This includes the unusual Nissan Pickup in which Colin won two stages of the famous Dakar Rally endurance race earlier this year.

GAMEFAX
Hard
Rally
Official license
Network play

TRIVBURST
- New online mode offers thrills for up to 8 players.
- 9 international locations including the UK, Australia, and the all-new German rally.
- Individual damage model for every car in the game.

FOLLOW THE YELLOW BRICK ROAD: Australia's scorched outback is a dusty speed-run through the wilderness.

UNDER LEADEN SKIES: Handbrake turns are invaluable on icy/rain bends.

"THROW DUST, GET SIDEWAYS AND LAUNCH SKYWARDS IN NINE COUNTRIES"

COLIN MCRAE RALLY 2005

From the orange wastes of Australia to the snow-drifts of Sweden – nowhere's safe from the Flying Scotsman.

CANYON COUNTRY: The Nissan Pickup thrives on these American stages.

THE MON£Y SHOT

Getting a couple of tons of meticulously-engineered automobile to soar through the air – however briefly – before touching down in a cloud of dust to the whoops of the assembled spectators.

Rallying's a sport for sensitive men. Not sensitive in a cry-at-a-soppy-movie kind of way. But sensitive in a Princess and the Pea kind of way. You see, the finely-tuned mind and body of your top rally driver can sense the slightest loss of traction or hint of oversteer in a millisecond. And they need to be able to. During the course of a single stage the racing surface can vary from super-smooth tarmac through to dusty clay, mud and even ice.

This is the bonnie Scotsman's third muck-racing extravaganza on PS2, following on from two games on PSone (so this is the fifth in the series). And the level of feedback you get from the road is more painstakingly detailed and impressive than ever. Tiny variations in camber and surface quality are coded into every square inch of the road – from ruts and potholes to muddy patches and the well-worn grooves of previous racers. And to slice off those crucial fractions of a second you'll need to find the smoothest line through the rough. But it also pays to keep in mind that trackside ditches can be invaluable cornering tools, letting you lock your front wheel though the apex of a turn and make use of the extra traction.

But this immensely satisfying driving experience doesn't come without a period of adjustment. The first hour that you play *McRae* is incredibly painful. The roads seem too narrow and the front wheel drive shitbox you're steering seems too loose in the back end and crucifyingly slow to accelerate from second gear. The end result is an overwhelming desire to gnaw a hole in your own skull to release the terrible build-up of self-loathing. But then – in an angelic moment, a motoring epiphany – everything clicks. You find your rhythm and manage to eke every last ounce of performance from your little mud-bucket. You start winning races and the reservoir of hate you've been amassing dissolves in an adrenaline-soaked haze of excitement. Then, just when you've mastered the handling of modest cars like the VW Polo, you unlock 4WD powerhouses like the Subaru Impreza and the Toyota Celica and have to learn how to corner and slide all over again.

"IF YOU'RE LUCKY ENOUGH TO HAVE YOUR PS2 ONLINE THEN YOU NEED THIS GAME"

BIZARRE CARS

From gutless front wheel drive production cars, through to grunty four wheel drive specialist rally machines and damn-near suicidal group B vehicles, Colin McRae Rally always delivers a juicy range of vehicles for your driving pleasure. And when you get sick of the dedicated rally cars you can always take a classic Mk1 Escort or Mini Cooper S out for a spin on roads they were never designed to deal with.

U[illegible]: The Nissan Dakar Pickup may look queer, but it's the ultimate unlockable vehicle in *Colin 05*.

M[illegible]: The Cooper S is a surprisingly nimble offroader.

S[illegible]: The iconic Lancia Stratos is a death-trap.

QUESTION...
How many copies has the entire *Colin McRae Rally* series sold worldwide since first appearing?

GAMEPIE
50% Disappearing in a thick cloud of dust
25% Avoiding potholes
20% Using the Scandinavian Flick like a pro
10% Yanking the handbrake
5% Relishing the air-time

ANSWER
Over 7 million.

WINTER WONDERLAND: The Mini handles this frozen Swedish river surprisingly well.

NO SUNDAY DRIVE: Don't be decieved by the rolling hills and sunshine – this stage is tough.

CRUMPLE ZONE

Almost every part of the cars can be crumpled, bent or completely torn off. Too many frontal impacts will cause your bonnet to fold back and then tear loose. Doors disappear into the underbrush. Front and rear bumpers hang off and drag along the road. You can also hear your engine's performance deteriorate into a rattling, discordant cacophony as things like exhausts and pistons take a hammering. Time to hit the garage.

C Sure, every window's been smashed, but you know your car's on its last legs when the doors won't close.

R Cutting Spanish corners too closely and climbing the bank is one sure way to expose your soft underbelly.

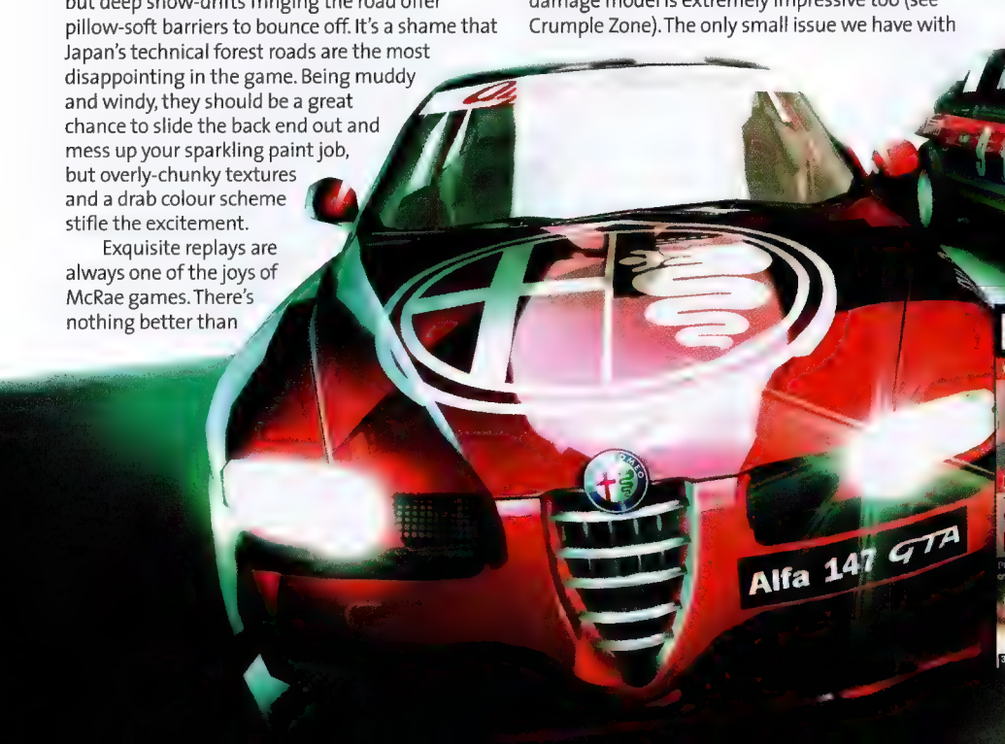
In terms of course variety there's something in *Colin 05* to suit every taste. The best looking location is undoubtedly Australia, with it's bone-dry speed runs through the baked orange clay of the outback offering both huge airtime and some incredibly narrow, hazard-filled stages through the sparse bushland. The pure alpine serenity the Swedish rally is a refreshing change from the varying shades of green and brown in the other locations. Sure, the handling in Sweden's as slippery as a greased sumo wrestler on an iceberg, but deep snow-drifts fringing the road offer pillow-soft barriers to bounce off. It's a shame that Japan's technical forest roads are the most disappointing in the game. Being muddy and windy, they should be a great chance to slide the back end out and mess up your sparkling paint job, but overly-chunky textures and a drab colour scheme stifle the excitement.

Exquisite replays are always one of the joys of McRae games. There's nothing better than admiring your silky smooth skills behind the wheel in a TV-style presentation. *McRae 05* always makes your performance look effortlessly cool with tracking helicopter views and scenic pans as you slide around corners on the verge of calamity. The damage model is extremely impressive too (see Crumple Zone). The only small issue we have with the visuals are that up close some of the textures are very coarse. Run off the road into a cornfield in the new German rally, for example, and the world becomes a yellow and brown Lego-land as featureless as a desert.

"MCRAE 2005 RUNS AT A CRACKING PACE AND HANDLES LIKE A DREAM"

McRae 05 runs at a cracking pace and handles like a dream, but more importantly has a sense of fun that the recent *Richard Burns Rally* was sorely missing. But we can't shake the feeling that things haven't changed all that much since *McRae 04* – there are only a few extra vehicles and several of the rallies feel like they've been pieced together from previous courses. But, having said that, the only thing missing from *McRae 04* was online play. And now we've got that. The verdict? It depends. If you're lucky enough to have your PS2 online then you *need* this game. Otherwise, stick with the 04 version – it's every inch as good. **Jorin Sievers**

■ *McRae Rally 05 is disappearing from shelves in a cloud of dust right now.*



PSM2 VERDICT

GAMEPLAY
+ The impeccably tweaked car physics are a joy.
– Tough learning curve and some duff cars.

GRAPHICS
+ Always fast and smooth with brilliant replays.
– Some chunky textures and garish colours.

SOUND
+ Great co-driver and minimalist music.
– Cheering crowds sound as lifeless as they look.

LIFESPAN
There's a serious challenge here that could take a month to master. With 34 cars and 300 stages, any mud-bunny will be in heaven.
MINUTES — YEARS

IT'S BETTER THAN...
RICHARD BURNS RALLY

IT'S WORSE THAN...
COLIN MCRAE RALLY 04

Not a huge improvement over last year's McRae game. But the perfectly tweaked handling and great online play keeps it well ahead of the competition.

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Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Criterion
Publisher: EA
Players: 1-6
Memory Save: 94kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"THIS IS POTENTIALLY THE BEST RACING GAME EVER"

PSM2#49

GAMEFAX

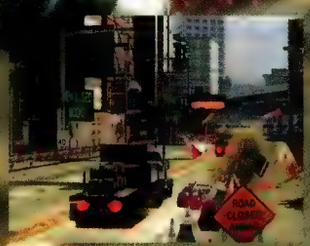
Network-play
Racing
Addictive
Sequel

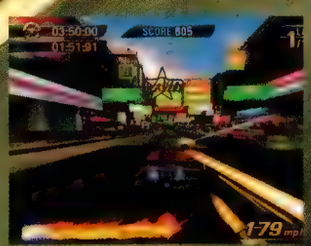
TRIVBURST

- Nine race modes: Single Race, Tournament, Lap Eliminator, Burning Lap, Road Rage, and more.
- 40 tracks over 3 continents.
- 70+ vehicles, including sports cars and even buses.

PSM2 GAME OF THE MONTH

PSM2 GOLD AWARD





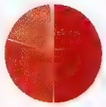
THE MONEY SHOT

Absolutely flat out on the wrong side, over a blind crest in a 300 foot drift. It's like driving on the Isle of Wight. Except for the speed.

TOP 5 REAL-LIFE TAKEDOWNS

- Meteorite Vs the dinosaurs
- Iceberg Vs Titanic
- Fire + ground Vs Hindenburg airship
- The State Vs Michael Jackson
- Elvis Vs fried peanut butter sarnies.

GAMEPIE



50% Boosting
30% Laughing
19% Wincing
1% Blinking

"FASTER THAN A SPEEDING BULLET AND FAR MORE DANGEROUS"

BURNOUT 3 TAKEDOWN

Cost of game? £40. Cost of destroying two tankers, a speedboat and 32 cars? Priceless.

Here are the three reasons you should grab *Burnout 3* within 0.5 seconds of your local games shop opening. That is, if you didn't already camp outside the store on the day of its release, despite the stinking fog of stale sweat that starts at the front door a wall of reek you could poke your tongue out and almost lick – which usually stops you going in there before it's had time to air out a bit. Reason 1 – *Burnout 3: Takedown* will make you laugh out loud, even when it's not trying to be funny. Crashes that do $1.5m of damage tend to be amusing in their own special way.

Reason 2 – *Burnout 3* will also make you twitch hugely on the sofa, flail your arms and squeeze your eyes shut in the manner of a little girl faced with a comedy rubber spider. Mostly this is when your car impacts like a falling satellite on a too-late glimpsed car. But sometimes it's when you escape by the width of the proverbial human hair, missing a head-on spank so furious it could start a black hole. Note that the proverbial human hair is a delicate pubic one, possibly belonging to Kirsten Dunst. Why not?

Reason 3 – It will make you realise not only how important blinking is, but why it could even be a hobby for certain Big Brother contestants and others with dangerously unburdened minds, such as the Big Brother audience. If you don't blink, your eyes dry out quite uncomfortably, doing strange things to your vision. But if you blink while you're doing 200mph into oncoming traffic, you tend to find yourself exploding a lot. *Burnout 3* does not in any way condone blinking.

This game is pure Hollywood. Accidents and impacts that would in real life cause it to rain men (hallelujah) in ripped red splashes are rendered entirely painless. Unless you're a car. In fact, it's utterly cheerful and joyful, celebratory somehow – a colourful and often awe-inspiringly chaotic mess of sparks, spoon-shaped wrecks and slow-motion explosions of laughter-provoking intensity. Crashes are incredibly forceful, but somehow still look less deadly than what happens to, say, *Tony Hawk* or *SSX* characters when you get it wrong... that's what makes it feel Hollywood. In Hollywood, hard-drinking cops never actually get drunk, unstable depressive lunatics are just really funny and

TRAINING DAY

Even the training has had fresh thought put in. There's no more Burnout 101, no tiresome lessons or 'license tests' to trudge through. Instead, you get a quick, non-participatory run-through of controls and basic techniques and that's it. You're in. Phew! And it's still clearer than most... Criterion are no slaves to convention, and for that we salute them.

SIMPLY THE BOOST: With such a fantastically simple premise – crush the throttle to the floor until it all goes wrong – a lengthy tutorial would be dull.

"BOOSTING THE LATER CARS IS LIKE CHAINING THE SUN TO YOUR BONNET"

"IT'LL MAKE YOU LAUGH. IT'LL MAKE YOU FLINCH. IT'LL DRAG AN UNGUARDED RESPONSE OUT OF YOU"

BIG BANG THEORY

Bigger stuff such as buses, trucks and vans are a novelty, but obviously not that fast. They could have been a bit pointless – just as some of *B2*'s unlockables were stylish, but hopeless. But here, bigger stuff is heavier. Much heavier. And heavier stuff rules in a collision. In fact, if you're struggling, changing cars can make more difference than the basic stats imply.

LIGHTWEIGHT: Speed is not crucial in Road Rage mode. Sportsters like this will just bounce off oil tankers. Tsk.

VAN GO: You'll have to use the scary-fast bumper cam, but this parcel van delivers some serious tonnage.

LONG VEHI-KILL: The Longnose Cab steams through metal like piss through snow. Nothing stops it. Woohoo!

creative and barrel-rolling a car into a petrol station only makes the hero's vest a bit dirtier. Nobody ever really suffers, just like here. So, hopefully, no controversy.

Unless you've been living in a David Blaine-style box for a while, spiritually denying yourself input from all but the world's amassed media, you'll be aware that *B3* is not just *B2* with a few more cars. The focus has changed from racing through traffic, trying not to crash, to racing through traffic trying to make *everyone else* crash.

It's a fundamental change. The other racers – five of them now, rather than three – are highly aggressive, and will happily put you in the wall. Or the front of a petrol tanker. Or into a ravine, where you explode. In fact, no other game has made us laugh even when we've just failed, when it's *us* sputtering through the sky like some catastrophic budget airline whose tickets are only ever one way.

You race, you crash, you shunt others into crashes. Must get repetitive, right? Criterion didn't really need to bother with the structure and the design, as it could easily flog units with raucous visuals and supersonic speed – my god, the speed! Did we mention even the earliest cars could cross the universe like radio waves? And that boosting the later ones is like chaining the sun to your bonnet? No? You should have said something earlier. No, Criterion didn't need to bother making the play-through anything special, but it has. You're almost bombarded with new cars. Challenges skip from pack racing to one-on-ones, from Road Rage events where you cause the most crashes, to junction mash-ups where you cause the most damage. You bounce around three continents (USA, Europe and the Far East) taking

EXTRAS! EXTRAS! EXTRAS!

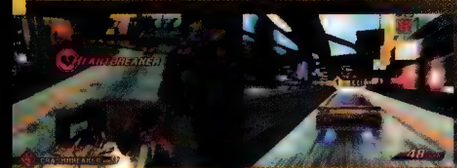
Healthy competition

■ Aiding and abetting various 'event' videos is a playable *NFS: Underground 2* demo. Groovy. You'll also notice billboards for it dotted around the tracks – despite the competition, the developers insist they're fans.

ANARCHY ON THE M-WAY

Despite *Burnout 3* really being about racing at its core, the side-effects – enormous pile-ups resulting from your fearsomely dangerous driving – almost overshadow it. And, somewhat brilliantly, they've been distilled into two modes of their own for one of the best espresso-shot, five-minutes-of-fun experiences around. These are Road Rage (where you chase an endless supply of loons purely to run them off the road – there's no actual race) and Crash (where you, well, crash. Bigtime.) But it's not that simple: it takes a little cunning and strategy to make the biggest, costliest impact. Top stuff.

TOKEN CRASH: Hitting these is key. Use the bombs to 'bounce' across to other power-ups when the first impact is nearly done.



LIFE IS PAIN: You try so hard and it still all comes apart...

NITRO NUT: With no boost you must rely on pickups.

A NEW BOOM: Cause enough impacts and you can blow yourself up, just to be really vindictive. Trust us, Crashbreaker is hilarious.

part in special events, earning preview laps in crazy Ferrari 360-ish cars and F1-alikes well within the first hour. Every silhouetted car goads you with information on how to unlock it. Even the loading screens offer exhortations to try other modes, particularly the bundle of excellent 'party', cooperative and deeply uncooperative multiplayer modes both online and off. What's it like online? Fast, traffic heavy and hilarious. Get bored of one event type and there's always another to select. Sweet. If we were American we'd insist we were being almost ruthlessly 'incentivised' here, but we're not American, so we'll just keep quiet and hide our wonky yellow English teeth from view.

But of course, it can't all be wonderful. There's... hold on, it's annoying when... um, wait. Oh, there's actually very little to criticise beyond nit-picking. Re-loading a crash junction intro and then the junction itself takes too long, for instance, especially when you're very likely to be reloading repeatedly to beat your last score. Spiking the difficulty unfairly, like putting traffic over previously clear brows on the last lap of a long race is deeply annoying – it happens extremely rarely, but shouldn't happen at all. It's hard to play when you're tired, emotional or medicated. And though music is entirely a matter of taste, the kind of nasal whining you get when you give rich American college graduates guitars and say the word 'punk' seems to get more airplay than it should. Oddly, only some of the tunes can be turned off, while most can only be banished as far as the menu screens. Some tracks, often the less generic ones, you'd hardly know were there.

While *Burnout 3* does provide more of the same, it does it incidentally. Few sequels enjoy such radical changes, or evolve with such grace and passion. A *Burnout 2.1* would undoubtedly have sold, but Criterion has ignored the easy option, flooded the game with big, competitive ideas and produced a modern classic. It will make you laugh, it will make you flinch, it will drag an unguarded response out of you. You must play it. And you must never, ever blink. **Steve Williams**

■ *If you don't already own it, buy* Burnout 3 *now.*

"FEW SEQUELS ENJOY SUCH RADICAL CHANGES, OR EVOLVE WITH SUCH GRACE AND PASSION"

PSM2 VERDICT

GAMEPLAY
+ Varied challenges and loads of stuff to unlock.
– Um... there's no sniper rifle anywhere.

GRAPHICS
+ Detailed, colourful, smooth and ultra-fast.
– No race replays for you to fawn over.

SOUND
+ Hefty explosions and tinkling glass...
– Strangely, the music isn't totally random.

LIFESPAN
With a vast single-player mode and excellent online options, *Burnout 3* will take over your life.
MINUTES — YEARS

IT'S BETTER THAN...
BURNOUT 2

IT'S WORSE THAN...
BURNOUT 4?

Burnout 3 is smooth, colourful, varied, full of character, hilarious, multiplayered-up and incredibly, astonishingly fast. It's a classic, and you'd be a fool not to buy it.

93

INFOSTRIP

DETAILS
Developer: Coyote
Publisher: Gathering
Players: 1
Memory Save: 292kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEDIGIT
0
The number of team mates you have if you decide to play as the VC in Quickfight mode. Talk about having the odds stacked against you...

GAMEPIE
30% Defusing booby traps
30% Scouting enemy positions
30% Terminating with extreme prejudice
10% Giving orders

GAMEFAX
FPS
War
PC Game
Easy

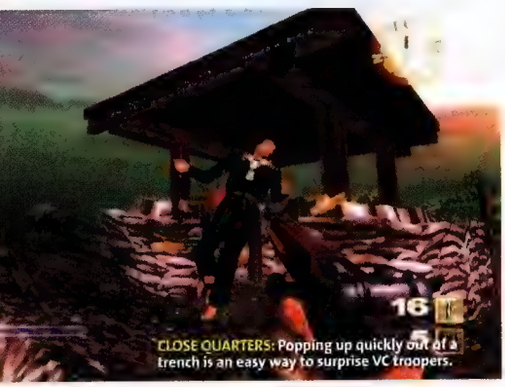
TRIVBURST
- 19 missions set in jungles, trenches and temple complexes.
- Play as a lone VC in the Quickfight mode.
- Intro has footage from the '60s set to Hendrix tunes.

"PLAY 'PEASANTS VERSUS AMERICA' FOR THE THIRD TIME THIS YEAR"

VIETCONG: PURPLE HAZE

We can't get enough of Vietnam. The food, the culture, the people... oh, and that war too.

It's good to see a Vietnam game that attempts to show the conflict from both sides for once. After all the Americans *didn't actually win*. Either way, it's refreshing to find a developer redressing the balance and portraying the VC as defenders of their homeland, rather than the stereotypical Americanised view of them as black-pyjama-wearing killers with a penchant for constructing spikey man-traps. Yep, in *VC: Purple Haze* you can actually play as the Vietcong – if only in the Quickfight mode.


CLOSE QUARTERS: Popping up quickly out of a trench is an easy way to surprise VC troopers.

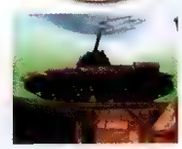
Purple Haze is a squad-based shooter, but not in any deep tactical way. It's actually more of an FPS with the added benefit of a few team mates to boss around. Your pointman is a local tribesman who scouts a route through the jungle, pausing to locate and disarm traps such as tripwire explosives and hidden pungy spike pits. Your speccy medic looks like he's from Arkinsaw, but performs minor miracles with the help of bandages and creams.

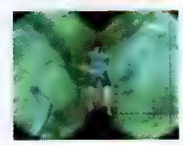
Your squad-mates are the swearest bunch of grunts ever assembled. An average enemy contact involves at least one of them screaming <ahem> "Motherfuckers!!!" in a blind rage as he unloads a barrage of lead into the steaming jungle. They may be hot-headed, but at least they're intelligent enough to listen when you order them to fall back or spread out. However, they're not quite so smart when it comes to avoiding VC traps that you've already carefully uncovered. They're particularly lug-headed when it comes to avoiding spike pits – requiring you to practically hold their hand so they don't slip to their gruesome doom.

Purple Haze is a port of a PC game, and it looks like it – suffering from some bland rock and foliage textures in an attempt to keep the frame rate up. But otherwise the jungle environment is satisfyingly well created. It's not as detailed and immersive as, say *Conflict: Vietnam*'s, but the variety of trees, vines and ferns is convincing enough. There's a fair bit of fogging to hide the draw distance, but strangely, this increases the steamy jungle atmosphere. Clever. Unfortunately most levels aren't exactly massive and *Purple Haze* shares a common problem with many jungle-based shooters: the lack of true freedom. You can't escape the sensation that you're simply being led down a leafy corridor. Still, if you can suspend your feeling of disbelief at the below-par jungle locations there's a tense and atmospheric shooter here that doesn't do much wrong. **Jorin Sievers**

■ Vietcong *is slipping through your defences now.*

Waiting till an enemy is reloading, then creeping up and introducing him to your big shiny blade. This won't hurt a bit.





JUNGLE BOOGIE

The frantic thumping of your GI's heart beating in your ears during the heat of battle really adds to the sickening intensity of close-quarters jungle warfare. But *Purple Haze* is full of atmospheric jungle sounds to amplify the experience – swarms of flies buzzing, birds chirping and twigs crunching under foot. It all increases the feeling of being in the centre of a living jungle.

SKYHAWK DOWN: It pays to keep your ears peeled for an ambush on this mission to rescue a pilot who's crash landed.

RADIO GA GA: Your radio man keeps you informed of orders.

DOC CROC: The duck-headed yokel will patch you up.

TRENCHFOOT: You must scuttle around trenches and take out this tank in a later mission.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Atmospheric scouting and shooting action. – Team AI can be frustrating at times.	+ Squad mates and enemy are convincing, but... – Poor jungle textures let down the atmosphere.	+ Great jungle ambience, soundtrack and voices. – Can be very sweary at times. Be warned.

LIFESPAN
Competent gamers will whiz through most of the 19 missions in a couple of days. Playing as VC in the Quickfight mode adds value.
MINUTES — YEARS

IT'S BETTER THAN...
SHELLSHOCK: NAM '67

IT'S WORSE THAN...
CONFLICT: VIETNAM

A good attempt at an unbiased view of the Vietnam conflict, marred only by poor jungle textures and a lack of real freedom.

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INFOSTRIP

DETAILS

Developer: Pandemic
Publisher: Activision
Players: 1-16
Memory Save: 385kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

DOT.COM

www.lucasarts.com/games/swbattlefront/
The official *Battlefront* website is teeming with information and downloads should you require in-depth, statistical analysis.

GAMEFAX

War | Network Play | Original | Robots

TRIVBURST

- 15 environments spread across 10 unique planets.
- 20 different unit types across Imperial, Rebel, Clones and Separatists.
- 30 ground and air vehicles to control.

BOTTLE ROCKET: The Rebel Vanguard can take down AT-ST units with his shoulder-mounted rocket launcher.

DRIVE TIME

There are around 30 driveable and flyable vehicles in *Battlefront*. These range from tiny speeder bikes to Earth-straddling superships. It might smirk of soulless gimmickry, but there's nothing quite like flying a TIE fighter into a Sarlacc pit. Well there is, but it's fun nonetheless. And there are countless other moments that create the same sense of freedom and excitement.

TAUN TAUN O' FUN: Use TaunTauns to scout out the area. They're fast, but you can't attack. Almost useless, but not quite.

LOST AND DESERTED: The Imperials can ride around Tatooine on speeder bikes. This makes them a formidable foe.

THE MONEY SHOT

You're joined on a couple of missions by characters from the film series. The attack on Mos Eisley for example sees you battle side-by-side with the Dark Lord of the Sith himself, Derek Vader.

"BEGUN, THESE ONLINE **PLAYSTATION2 WARS HAVE**"

STAR WARS: BATTLEFRONT

A long time ago in a galaxy far, far away... some men shot and stabbed each other to death.

For the most part, online gaming is utterly detestable. The servers are almost always loaded with despicable American mentalists who should be sealed inside a barrel and kicked into the ocean. And, as the omnipresent rumble of indecipherable mumbling coarses through your headset, you ask yourself "Why am I here? Why am I playing videogames with a bunch of feckless, furrow-browed simpletons?". Then you retreat to the cosily predictable world of artificial intelligence, snug in the knowledge that someone called 'FaceStabber' isn't going to plunge a knife into you and call you names.

Battlefront, however, is a very different beast. You're forced to work in teams, meaning you can't take an enemy position without help from your comrades in arms – even if they are humourless shitheels – and as a result, a strange sort of camaraderie is formed between you and your faceless cohorts, making the whole thing feel surprisingly wholesome.

So why all the fighting, then? Well, simply put, you have to claim the battlefield by systematically capturing enemy checkpoints. Clearing an area of enemies changes their beacon's logo to yours, and before you know it you've won the round. Thing is, though, checkpoints can be won back, so a frantic scrabble to keep on top of your pilfered strongholds quickly becomes the norm. It keeps the third-person blasting frenetic, and battles can literally last for hours if both teams know the ropes and give as good as they get.

The best thing about *Battlefront* is unquestionably the ability to enter and use any vehicle on the battlefield. Since the game delves into all corners of the Star Wars universe, the selection is amazingly varied. There are starfighters galore including X-Wings, Y-Wings, TIE fighters, TIE bombers, Snowspeeders and Jedi Starfighters. Then there's the heavy artillery; AT-ATs, AT-STs and several of the large walking tanks from the Clone War scene from Episode 2. Then we have a multitude of other stuff such as Speeder Bikes, Landspeeders, TaunTauns, Sail Barges and... well, you get the picture.

There are lots of things to drive, fly and shoot from, and most of them are a joy to pilot. Soaring across the Dune Sea in an X-Wing while a battle rages below is utterly magnificent, and stomping around in an AT-ST is empowering like nothing else. It's a dream come true for anyone who grew

PUBTALK

The smart arse thing to say down the boozer.

"The TIE fighter noise is an elephant. George Lucas beat a baby elephant with a tennis racket and recorded it on his mobile. I think."

TOP 5 WORST SCENES

- Lando's dance at the end of Jedi.
- Luke banging on about 'Womprats'.
- Binks
- Anything with Salacious Crumb.
- Pathetic weeping Ewoks.

GAMEPIE

- 30% Utterly brilliant music.
- 30% The bitter sting of nostalgia.
- 20% Heckling cybertwats.
- 10% Stomping on people.
- 10% Saying "Do you remember this bit?"

VANILLA ICE: The snowtroopers are suited to low-temperature scrapping.

MACHINE HEAD: These tanks can be controlled, but they're slow, rubbish and completely useless.

PITFIGHTER: The tentacles of the Sarlacc can suck in hapless warriors.

"THE AI OPPONENTS ARE TOO FLOUNDERING AND DIMWITTED"

EXTRAS! EXTRAS! EXTRAS!

Asteroids and laughs

- Exploit the game's ragdoll physics by standing on a grenade. It'll toss your character literally miles into the air, his tiny limbs flailing in a macabre aerial dance of death. Fantastic.
- You can rocket jump a la *Quake*. Simply pick the Rebel Vanguard and point his rocket launcher at your feet. Jump just as you fire and you can hurl yourself around the level, killing everyone at your feet all in one simple move.

up with the films. Inevitably some vehicles are just plain rubbish, however. Most of the Trade Federation tanks are slow to the point of being completely pointless and the same goes for the AT-AT – it might sound like the best thing ever, but an awkward camera angle spoils things somewhat, along with the obvious lack of pace. Still, it's there if you want it.

Most of your enjoyment will come from the starfighters. If you're not zipping under an AT-AT's legs in a Snowspeeder, you're barrelling your X-Wing through a tight canyon in pursuit of a fleeing TIE Fighter. And when you consider that all of this is being played online with *actual people* (provided you're online of course) you can't help but be impressed. Pandemic have achieved something spectacular here, even though it's terminally flawed. Let us explain. Controlling your character feels awkward. It's like he's a piece of cardboard fluttering in the wind rather than an actual *man*, and the targeting system falters as a result of this; it's too nimble for it's own good, often flailing and stalling at the most inopportune moment. The promised ability to switch perspectives has also been a bit of a letdown; it's all third-person, save for a rather ineffective over-the-shoulder view we rarely found ourselves using.

The camera is also an erratic monster. In most starships, you'll be hard-pressed to see anything you're attacking and it focuses so closely on the characters that the action feels cramped and rigid. Any third-person shooter that commits the cardinal sin of having a god-awful camera should be gagged, bound and thrashed – we don't have time for finicky, unpredictable problems that could have easily been remedied.

But what if you're not online, as most people aren't. Well, there's a great big single-player mode in there too – which basically takes you through time from the Clone Wars of Episode 1 to 3 through to classic 'Wars locations of the holy trilogy with game AI playing the parts of everyone else. Unfortunately, the AI opponents are too floundering and dimwitted to present any real challenge or sense of involvement. When the novelty wears off, you'll find a simple shoot-'em-up where 80% of the fun is the Star Wars setting.

But then the game is so full of 'Ooooh!' moments that we're torn between loving and loathing it, even though we know that if wasn't plastered with the Star Wars license it'd be an average squad-based shooter, greatly inferior to the likes of *Freedom Fighters*. For all it's visual grandeur and novel open-ended warfare you too often make excuses for *Battlefront*'s mistakes. Unless you've already forked out for a network adapter we say think carefully. The campaign mode is a trawl through a series of dumbed-down multiplayer missions and when it comes to Star Wars merely 'quite good' isn't good enough. **Andrew Kelly**

■ Star Wars: Battlefront *is storming the shops now.*

WON'T YOU WOOKIE HERE

You can traipse around Kashyyk, the planet of the Wookies that's soon to appear in Episode 3. Although parts of it have already been in Xbox RPG *Knights Of The Old Republic*, this is our first glimpse of what awaits us in the third Star Wars prequel. Sadly, the level is one of the least appealing in the game. It's all murky swamplands and wooden shacks. A bit like Glasgow.

KASHYYK KEBAB: The Wookie's jungle makes for a tense battle, but it looks a little grim.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Feels like being part of the films. Massive scale. – Robotic controls and disappointing AI.	+ Captures the spirit of the films perfectly. –Some blockiness and blurry textures.	+ Excellent spot effects. – God-awful voice acting. Shut up, you vaguely evil-sounding nobodies!

LIFESPAN

The online play saves the day. You can keep playing this for months. Shame the dumb single-player game is nowhere near as lasting.

MINUTES — YEARS

IT'S BETTER THAN...
SUPER BOMBAD RACING

IT'S WORSE THAN...
JEDI STARFIGHTER

We're underwhelmed by the game mechanic and bot AI, but there's a good online game in there if you've got the hardware. Shame about everyone else.

77

INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1-8
Memory Save: 1368kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

GAMEFAX

US Sport | Official License | Multi Tap | Realistic

BANANA SPLIT: The split-screen replay action is ace...

PSM2 SILVER AWARD

SCRUM KIND OF WONDERFUL: Even if you don't follow the sport it's still a great game.

"THE KING OF GRID IRON WINS AGAIN"

MADDEN NFL 2005

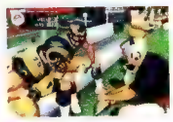
Sadly, there's no digital incarnation of Janet Jackson's jubblies, but it's NFL all the same.

The Americans are mad for bone-breaking action. Whether its baby-oiled behemoths slamming each other in WWE, or busting-up prisoner's at Camp X-Ray, the US can't get enough. Even their 'football' cracks skulls. *Madden 2005* delivers the same winning combo plus the all-new body crunching, Hit Stick [TM]. It's just another EA gimmick but crushing a back-peddling quarterback has never felt so good.

The new Hit Stick [TM] system allows you to direct a high impact tackle with the right analogue. Simply move the right stick towards your victim and a severe tackle will leave him showering virtual tears. *Madden NFL 2005* also introduces even more features than last season, such as being able to customise your fans' attire or tune into a fictional radio show to hear people talk about your season's progress. But, thankfully this latest *Madden* still maintains its famous pick-up-and-play dynamic without being too butt-kissing to the NFL fan-boys. If you're a novice, you can even skip over the hieroglyphic-like strategy screens that precede the on-field action – just press ⓞ and Mr Madden will tell you which play to go for. Then once you hit the field, it's just like playing any other sports game, and you'll be notching up touchdowns in no time. Simple.

The NFL is a hard-hitting sporting assault, but it's just unfortunate that doubters on this side of the Atlantic will disregard it as "just another US sports game". Give *Madden 2005* a go, and find out why our Atlantic neighbours love playing rugby with body armour so much. **Nathan Irvine**

■ Madden NFL 2005 *has already touched down.*



PSM2 VERDICT

NFL at its fiercest. Intricate plays and high impact tackle-a-thons make *Madden NFL 2005* the most fluid depiction of American Football ever.

82

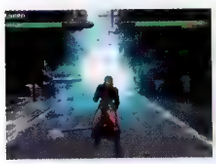
INFOSTRIP

DETAILS

Developer: Atomic Planet
Publisher: In2Games
Players: 1-2
Memory Save: 142kb
Widescreen: No
50-60Hz: No

GAMEFAX

Hard | Violent | Beat-em-up | Saucy



"NEW CONTROLLER, BORING GAME..."

BLOCK ROCKIN': Hitting the block icons is as big a part of the game as the face mashing.

ICE TO SEE YOU: Will you go for the block move or just ignore it and baff her one?

GAMETRAK: DARK WIND

Unleash those fists of fury – until your arms get all wobbly and you collapse, anyway...

Something about *Dark Wind* makes us feel funny. Maybe it's that this is the only game we can think of that features facial damage on pretty jiggly, giggly girls. Maybe it's that there's something about the playing system that really makes you want to hurt them. No, wait. Got it. It's just that you're actually laying into their faces with your real hands – and it feels frankly wrong.

Yes, this is one of those Gametrak games that turns you into a weird sort of reverse-Thunderbird, letting you strap your hands into mittens and flail away as two bits of string connected to the controller on the floor replicate your moves on-screen. And, surprisingly, it actually works.

Blocking and punching become fairly intuitive, to the extent that it's possible to stop a quick one-two and counter with a jab – though hooks and uppercuts aren't that distinct. Magic attacks are activated with YMCA-style wafting and a stomp on the foot-pad. And, erm, that's it. There are progressively stronger opponents, an awful two-player mode (as if you'd get two Gametraks anyway) and a survival/punchbag mode. As a motion-sensing system Gametrak plays better than any of EyeToy's beat-'em-ups, but as a game the Darkwind + Gametrak is overpriced. It's going to need some better games sharpish if Gametrak is to be anything more than a gimmick. **Joel Snape**

■ Dark Wind *(with Gametrak controller) is £69.99*

PSM2 VERDICT

Nice idea, decently executed, but the hardware isn't accompanied by a good enough game. Golf and a good sword-swinger are in the pipeline though.

55

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DETAILS
Developer: Sierra
Publisher: VU Games
Players: 1
Memory Save: 226kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT'S SIMPLER THAN FRANK SPENCER... BUT GENUINELY FUNNY"
PSM2 #52

GAMEFAX
Funny
Saucy
Stupid
Original

TRIVBURST
- Ladies include mafia chick Analise, uber geek Morgan and saucy lapdancer Xena.
- Minigames including rhythm-action (Bemani) dancing sections, quarters, streaking and wet T-shirts.

PSM2 SILVER AWARD

LEISURE SUIT LARRY MAGNA CUM LAUDE

Funny, shocking and sharp as lemons... it's the Best Worst Game on PS2, and the only adult title to make us roar in delight. Er, we mean, shame. Shame.

L*eisure Suit Larry: Magna Cum Laude* is crass, misogynist, facile, homophobic, puerile, degrading, filthy, depraved, patronising and – needless to say – *brilliant*. Or rather rubbish (in a good way), but genuinely funny. Unlike lewd cynical tat like *BMX XXX* – a mediocre bike game with barely titillating bongo elements flapping from its spokes – *Larry* delivers genuine smut with sharp one-liners, superb physical comedy and deliciously self-aware quips. In fact, it could be taken as a critique of male emasculation in high-tech consumer culture. Which, granted, might not be your first thought when Larry tricks a mentally challenged girl into bed by disguising himself as a tree.

If Sierra's latest is any indication, wooing ladies is less a complex moral maze than a series of seven simple minigames: 1) Giving Ronaldo a rub down (to boost confidence), 2) Engaging in disastrous conversation, 3) Shamelessly pretending to be someone you're not, 4) Performing arduous tasks with feigned enthusiasm to curry favour, 5) Getting her drunk, 6) Inviting her to your room on duplicitous pretences and 7) Engaging in vaguely embarrassing sexy wrestling before inevitable deflation. This is how *Leisure Suit Larry* pans out over twelve infrequently successful dates. Sure, it *sounds* predictable, but Larry's unflinching desperation and an impending sense of disaster, makes for some genuinely hilarious moments.

In one early scene, Larry lures the college nerd into his bedroom for a makeover. After decorating her face like a party trifle, she agrees to sleep with Larry provided he wears a... er, let's just say this has never happened to us... which changes her outlook on life. And men. Which leads to a scene later on where Larry – dressed as Village People leathers and handlebar moustache – tries to placate her to the tune of Summer Lovin' from Grease. Sure, it sounds preposterous – it *is* preposterous – but offers superior farce. Other dates result in mafia reprisals, a transsexual encounter and spoken word role-playing game with his +5 wand of stroking. Honestly, it's funnier than it sounds. 'Successful' dates earn Tokens of Affection, used to unlock your main goal – an appearance on reality

SHOP HORROR: The convenience store is packed with subtle – and not so subtle – sight gags

FRAT BOY SCUM: The stripes on his shirt indicate that Larry is drunk as a sailor.

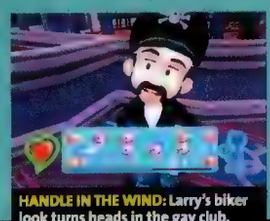
"SOD ANALYTICAL JUSTIFICATION – IT'S A FUNNY GAME WITH NAKED LADIES. WHICH MEN LIKE"

DRESSED TO THRILL

To lure ladies into a false sense of security, you'll need the right duds. Rock chick Suzi will only talk to you if you've bought the full set of leathers, with matching gloves and handlebar 'tache. Cheerleader Barbara Jo won't chat until you've got the preppy look of pager, visor and jumper slung over your shoulders. Accessories can be bought at key locations over the map, with each outfit requiring four upgrades.

HAT STUFF: Larry's 1930s car salesmen outfit woos classier chicks.

PREPPY LE PEU: Some gals won't talk until you've got all the upgrades.


HANDLE IN THE WIND: Larry's biker look turns heads in the gay club.

OLDER AND VISOR: Larry sprays himself orange to look more preppy.

GAMERS
50% Tricking various women into bed
20% Laughing
15% Ogling loading screens
10% Taking photos
5% Feeling your soul squirm
Uncle Larry
Loading... 1% Complete
Loading... 3% Complete
MORGAN
Loading.... 4% Complete
THE MONEY SHOT
In Larry's first successful love scene the tiny smut-meister flips his beau like an egg timer before <cough> steaming her rug. While dressed as a tree. Natch.

NOW HOSE LAUGHING: Squirt one out to drain your booze meter (bottom right) and sober up.

EXTRAS! EXTRAS! EXTRAS!

The original Larry

- You can meet Larry's uncle (Larry Laffer) in Lefty's bar. He was the star of the original *Leisure Suit Larry* series of games on PC.

NUDE DIRECTION: Larry. Nude. With two lesbians. No, we don't know what he's suggesting either.

LAP OF LUXURY: You can buy mildly saucy cutscene dances from the strip club gal later in the game. ◀ Assistant Dean Abrahamson ▶

Larry's ability to schmooze is dictated by his confidence, which can be raised by completing minigames, drinking (obviously) and, er... playing the one string fiddle (via an elaborate game of Pong). Problem: the drunker Larry gets, the less able he is to string together conversation. Ah, yes...

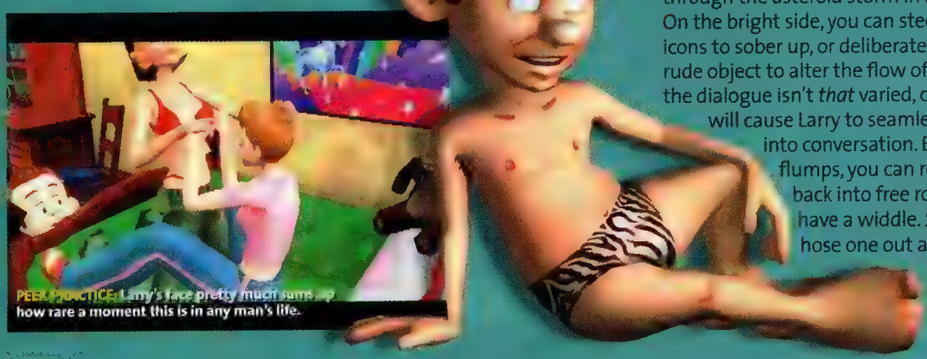
Conversations? You need to steer a sperm across a scrolling window, dodging red items (which drain your confidence) and hitting green objects (which boosts it). Finish a conversation with a full heart (confidence) meter, and you can progress to the next date. Thing is, when you're drunk the sperm handles like a concrete tank, lurching over the screen and prompting unforced errors. The conversations start laughably easy, but slowly morph in difficulty. The final conversation in the strip club is like steering the Millennium Falcon through the asteroid storm in Empire Strikes Back. On the bright side, you can steer through coffee icons to sober up, or deliberately crash through a rude object to alter the flow of conversation. While the dialogue isn't *that* varied, clipping, say, a dildo will cause Larry to seamlessly slip a reference into conversation. Even if the chat flumps, you can replay instantly, or go back into free roaming mode to have a widdle. *Seriously*. Larry can hose one out at *any* time. (Press ◻). Winning the respect of the maths nerds by posing, then pissing on their shoes always raises a smile. You can even pump at will, with a unique variety of trumpet calls. Look, this isn't Voltaire.

Minigames vary from *Tapper* clones (like serving patrons at the gay bar), basic coin collection chases (streaking past the security guards) to Bemani sections (mixing drinks or dancing). There's also wet T-shirt compos with rudimentary FPS controls and some – frankly saucy – photo shoots where you snap lovelies in compromising positions. However hard, or repetitive, a minigame becomes, you can always buy your way out using secret tokens (found by farting on the scenery, obviously) to skip forward. But use too many secret tokens early on and you'll struggle later in the game, or be unable to purchase secret items (like nude character models or dirty loading screens). The perseverance/reward mechanic is deceptively well judged, so the game rarely gets boring or frustrating.

The money system is equally balanced. Larry can steal cash from the scenery (by farting again) or selling photos of girls to college gonks. Money is used to buy new outfits to fool ladies into trusting

"THE CLOSEST YOU CAN GET TO AN INTERACTIVE FRAT HOUSE SIMULATOR"

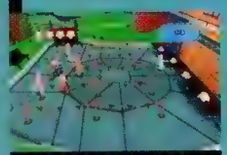
dating show Swingles. Every time you audition for the show (by trampolining, dancing, or dousing ladies' T-shirts with water cannons), it unlocks a fresh set of honeys. Larry starts in the safety of the college campus, before moving onto the city and seedy red light district. The ladies slowly improve in (virtual) quality, before the climatic TV appearance in a strip club, where Larry has to choose between his three favourite gals.



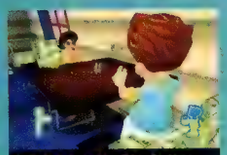
PEEK PRACTICE: Larry's face pretty much sums up how rare a moment this is in any man's life.

MINIGAME FOR A LAUGH

The minigames are well pitched for gamers of all abilities. After a few failed attempts, you'll be invited to play on easier difficulty – handy in the trickier chat sections – and can Wimp Out (creating instant success) by trading in secret tokens. The system's incredibly balanced. Here's a selection of the lowbrow highlights:



TAPPER THE CLASS: It's a rip-off the classic '80s arcade game, but obscenely tough.



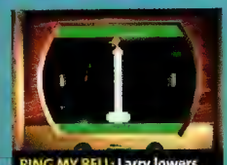
SONS AND QUARTERS: Toss coins into the glass with *Tiger*-style analogue swings.

CHAT DEELEY: Steer the sperm up and down to dodge the red items and build your heart meter (left) in the conversations.

CHEER WE GO: Match button taps to on-screen prompts in the trampoline sections.

MINI SQUIRT: Douse ladies with water in the incredibly easy wet T-shirt minigame.

SLAP MY PEACH UP: The spanking bits are made trickier by... ay, carumba!



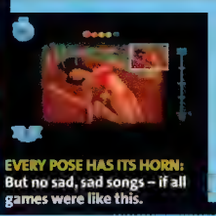
RING MY BELL: Larry lowers his trouser pressure by playing *Pong*. Er, yes.

HALL OF SHAME: The developers smack themselves onto a frat house poster.

CANDID CAMERA

Larry can take photos of anything and sell them to earn cash. Just tap ◻ at any time to open the lens and zoom in on your target. Snaps of lady bumps earn big money, obviously, but the quality of your photo is dictated by a set of flashing lights above the lens. Sometimes, the most poorly framed photos score highly. Odd. Look out for unique situations – like the naked dude in the Frat house, or feller trapped in the dorm lift – for big cash photos. You can even zoom in on key snaps and save them to your Memory Card.

GAME FOR A BARF: Your camera only holds six snaps, so check the quality meter (top) before clicking away.

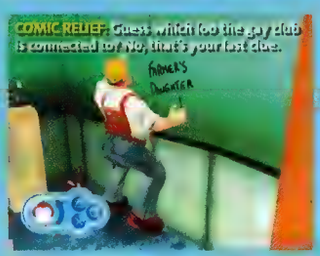


EVERY POSE HAS ITS HORN: But no sad, sad songs – if all games were like this.

THE REEL THING: A well-framed photo is no guarantee of a big score – use the lights.

LOG STANDARD: Let's face it, who hasn't dressed up as tree to impress the ladies?

RETURN TO VENDOR: You can buy coffee, booze and secret items from machines.



COMIC RELIEF: Guess which loo the gay club is connected to? No, that's your last clue.

you, or buy special items like springy shoes (to make trampolining easier). It's like a micro economy, with Larry constantly weighing up instant reward against long-term harm.

Problems? Levels offer minimal exploration or interaction, while the minigames get repetitive and suffer from aggravating timing issues, particularly on the trampoline. The loading times are *terrible* – there's a twenty second wait before most minigames – but at least you get to look at some (real) sexy ladies while they boot up. In fact, there's an argument that they're *too short* if, er, you're that way inclined. Truth is, *Larry's* gameplay is perfunctory, but reflex-testing and rewarding. The Secret Token wimp out system renders extended criticism void – you'll rarely get stuck.

Confused? Good. *Larry's* charm is that it's hard to define using sweeping statements or marketing buzz words. In contrast to 'Dave Mirra with porn' (*BMX XXX*), or '*GTA* in World War III' (*Mercenaries*), it's '*Broken Sword* meets Porky's, with strategic micro-economic asset management, Bemani, chat, exploration, breasts and trampolines'. In short, it's *interesting* – a game that can't be dismissed as another 'GTA clone'. It's easy to be cynical about *Larry*. The story lasts about 15 hours – with nearly two spent looking at (admittedly nice) loading screens – and there's little incentive to replay. The minigames are simple, repetitive and occasionally flawed. But provided you share Larry's eye for the ladies – or like *laughing* – there's nothing to touch it. Larry's universe is refreshing, vibrant and showered with wry incidental details – a game that takes you to a new world, not another flaming village or shadowy cave. It's the closest you can get to an interactive Frat House simulator on PS2. Or American Pie – the game. Larry's crafty tricks are invariably self-defeating, and there's something tragically endearing about his honest perseverance.

True story. We took *Larry* home for a weekend along with *Pro Evo 4* and *Burnout 3*. While *Larry* stayed wedged in our PS2, we didn't touch the others once. We're not going to suggest that *Larry* is a better game – we're not *mental* – but it is unique and deceptively innovative. Above all, it's the funniest game on PS2 – smarter than *Futurama*, but with more playful smut and less crappy platforms. It's even – as much as the hypocritical moral guardians might snort – *mildly arousing*. The only thing that works harder than Larry in his pursuit of ladies is the script in its pursuit of laughs, and – given the wee man's shameless, endearing, tenacity – we can pay it no higher compliment than that. **Daniel Dawkins**

"BUY YOUR WAY OUT WITH SECRET TOKENS FOUND BY FARTING ON THE SCENERY"

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
Mostly involes reflex-sapping minigames. Simple, repetitive and lacking depth.	+ Rich characters and vivid incidental details. – Backgrounds are basic throughout the game.	+ Superb voice acting and great tunes. – Quips get repetitive after a few hours.

LASTABILITY

Larry is inexplicably compelling fun for 15 hours or so, but you're unlikely to return for a second helping.

MINUTES — YEARS

IT'S BETTER THAN...
BMX XXX

IT'S WORSE THAN...
ESCAPE MONKEY ISLAND

An ingenious mix of minigames made fun by sharp dialogue and shameless smut. Shocking, funny and *honest* – it shames cynical adult dross like *BMX XXX*.

80

INFOSTRIP

DETAILS
Developer: Pivotal
Publisher: SCi
Players: 1
Memory Save: 164kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"TAKES ELEMENTS FROM THE VIETNAM FILMS WE LOVE AND PUTS THEM IN A GAME"
PSM2#50

GAMEFAX
Action
Violent
Hard
War

TRIVBURST
- 14 missions, some of which are vehicle-based.
- Intuitive squad command system and intelligent AI.
- Licensed music from the Rolling Stones and Jefferson Airplane.

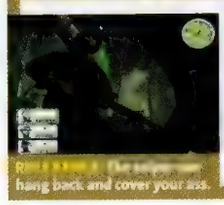
"WHAT YOU LOOKIN' AT, GRUNT? DON'T YOU KNOW THERE'S A WAR GOING ON?"

CONFLICT: VIETNAM

FRIENDS LIKE THESE

Your team is made up of uniquely skilled grunts, including a sniper, an engineer and a medic. But even though they excel in one particular field, you can change their attributes after each mission through the RPG-lite experience menu. So if you'd prefer to be the team's sniper, concentrate on upgrading your rifle skills. Being able to tailor your team to suit your playing style is one of *Conflict: Vietnam*'s few saving graces.

becomes vital to your success. It's crap for infantry, though.


hang back and cover your ass.

will watch each others' backs.

The *Conflict Desert Storm* series enters the jungle... and loses its strategic sparkle in a faceless leafy corridor.

"GUNSHIPS ROAR ACROSS THE SKY DROPPING BOMBS ON YOUR MARKER"

Some of Hollywood's finest moments have been generated by the Vietnam war: Sergeant Elias reaching desperately for the sky as he's peppered with searing bullets, Colonel Kilgore standing nonchalantly amidst heavy mortar fire protected by a bubble of his own arrogance and two fresh-faced soldiers playing a twisted game of Russian roulette at the behest of sadistic gamblers. It's for precisely this reason that there's been an overwhelming upsurge of Vietnam games this year – developers have realized the period's potential, and are trying (with varying degrees of success) to bring the thrills of big screen warfare to our front rooms. So who's the next conscript up for a tongue-lashing by Gunnery Sergeant PSM2? Why it's Pivotal's *Conflict: Vietnam* – the third game in the stellar *Conflict* series, but the first to take it to the jungle.

THE MON£Y SHOT
For all it's shortcomings, *Conflict* has moments of sheer mad beauty. One particularly awesome scene involves fighter jets bombing a bridge.

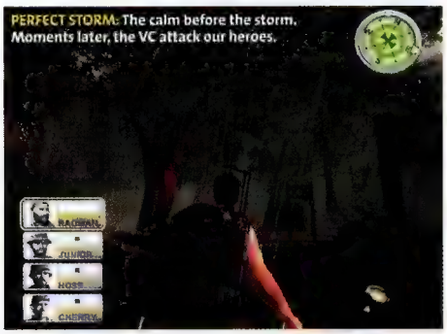
The squad elements that made *Conflict: Desert Storm 2* so appealing remain in the *Vietnam* iteration of the franchise, although little has changed. New context sensitive options have been added, but this does little to improve the established command system that we fiddled with on the previous two games. And herein lies the problem; the team-play elements simply don't work in a claustrophobic jungle setting. It functions perfectly amidst *Desert Storm*'s sprawling sand dunes, but when you're

QUESTION...
Which Vietnam-veteran-turned-military-advisor for games and films has done voiceovers for the *Medal of Honor* games, as well as 'starring' in Oliver Stone's 1986 war epic Platoon?

GAMEPIE
50% Full Metal Jacket
20% Platoon
10% The Deer Hunter
10% Hamburger Hill
10% Apocalypse Now

ANSWER
Dale Dye, of course. He was a correspondent with the Marines and did several tours in Nam. He can be heard narrating *MOH* and played a bloody corpse in Platoon.

BURNING BRIDGES: Watch in horror as these men are toasted into crispy man-shaped cinders.


PERFECT STORM: The calm before the storm. Moments later, the VC attack our heroes.

SMOKE ON THE WATER: Danger lies everywhere.

DEATH KNELL: This sergeant jots down the days' deaths.

BACK TO BASICS

The first level takes place in the Ghost Town – a dismal patch of land spotted with tents and makeshift buildings that serves as your base. You can pad around talking to people, delivering whiskey to grumpy sergeants and getting used to the game through a series of tutorial missions. The PA blares with a radio DJ reading letters and playing some truly fantastic licensed music including the Rolling Stones' classic 'Paint It Black'.

BLOOD WILL TELL: Heal this [illegible] before the bites [illegible]. This serves as training for your team's medic character.

[illegible] surrounding jungle with a downpour of heavy artillery.

DEATH FROM ABOVE: [illegible] strains of Jefferson Airplane's White Rabbit is a highlight.

being led through a corridor of foliage there's little space for strategy. Even the more open levels pale in comparison to the previous games' huge landscapes and as a result, *Vietnam* feels more like an all-out action game than the tactical powerhouse it thinks it is. You'll spend most of your time sending the "follow and fire at will" command and running through the level solo like you would in any other game. So, it seems the transition to the jungle has been *Conflict*'s strategic downfall. The only real opportunity for strategy comes in the form of the city levels. You can climb a rooftop and start sniping, crouch in craters lobbing grenades or cower inside buildings laying down covering fire for your men.

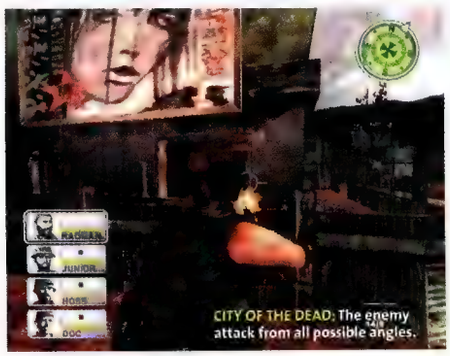
But even a stopped clock tells the right time twice a day, and *Conflict* has its moments. Easily the most impressive level takes place during the Tet Offensive, made infamous by Stanley Kubrick's Full Metal Jacket. The base has been besieged by Vietnamese troops, and you must work your way through the onslaught. After shooting your way to the central compound, the camp's walls start spewing Vietnamese and your only hope is to signal for an air strike. You grab a handful of yellow smoke grenades and lob them at where the enemy is charging through. Then, in an impressive set piece, gunships roar across the sky dropping bombs across your marker. The game is littered with stuff like this, but it's usually interrupted by moments of unremarkable tedium, most of which occur in the jungle levels. The unpredictability of canopy warfare is lost in a sea of badly pixelated leaves and corridor-like foliage. From a distance, it looks nice enough, but press your nose against the television and you're greeted with some fairly lacklustre visuals. For all its pomp and presence, *Conflict: Vietnam* presents a mere approximation of jungle, rather than the harsh, incalculable undergrowth we were hoping for.

"TRIES HARD TO RECREATE THE RIGOURS OF JUNGLE WARFARE"

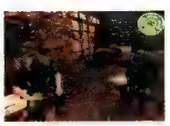
The problems that marred the first two games also make an unwelcome return. Firstly, the risible aiming system seems to have got even *worse*. It flips and jerks at the most inopportune moments, and it's like trying to keep an angry dog at bay with a pair of sticks. A small, digital dog that looks like a crosshair. It's also insanely difficult to take enemies down – flipping into first-person yields nothing, and a shot aimed directly at someone's head rarely has the appropriate effect. Even the vehicle sections that made *Conflict: Desert Storm* so delightful have been replaced by god-awful 'on-rails' shooting sections. Whether you're manning a gunboat or tearing around in a helicopter, it feels forced and mechanical and the aiming system's many flaws become even more apparent as you fire a hundred clips into one seemingly immortal soldier from your wobbly pedestal.

Overall, we're intensely disappointed. The series vastly improved with *Conflict: Desert Storm 2*, but it seems to have slipped back into mediocrity thanks mainly to the setting. There's no space for strategy, the frame rate is worse than ever and aiming steadily becomes one of the game's most glaring annoyances. We love the atmosphere, hearing 'White Rabbit' blaring across the PA and the stunning set pieces, but ultimately, we'd rather play *Desert Storm 2* again. **Andrew Kelly**

■ *Conflict: Vietnam is out now, maggot.*



CITY OF THE DEAD: The enemy attack from all possible angles.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ An impressive set of core mechanics. – Flawed, tiresome and jumpy as hell.	+ Some fantastic spot effects and textures. – Muddy, pixelated and a tad 'cartoony' at times.	+ Exceptional music, atmosphere and voices. – We really can't complain sound-wise.

LIFESPAN
You'll knock through the 14 missions in about eight hours. But it's worth experiencing some of the better missions a second time.
MINUTES — YEARS

IT'S BETTER THAN...
SHELLSHOCK

IT'S WORSE THAN...
DESERT STORM 2

Tries hard to recreate the rigours of jungle warfare, but the game mechanic simply doesn't suit the confined setting. Flawed, but well worth a play.

76

INFOSTRIP

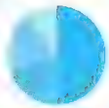
DETAILS

Developer: Sammy
Publisher: Access Games
Players: 1
Memory Save: 323kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

DOT.COM

www.spyfiction.com
Check out *Spy Fiction*'s official website for movie downloads, wallpapers, and an online chat room to talk to like-minded people about why the game's so good.

GAMEPIE



50% Saying "that reminds me of..."
20% Sneaking
20% Changing clothes
10% Seeing anything original at all

GAMEFAX

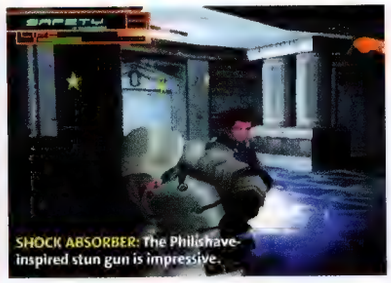
TRIVBURST

- Play as Billy or Sheila and unlock numerous endings.
- Wear the disguise of any in-game character.
- Unique gadgets such as the spider grip and cloaking suit.

THE MONEY SHOT

Standing still with the electric shaver stun gun makes your character stand comically. It's as if they're ridding their face of unsightly stubble.

MEN IN BLACK: This Will Smith clone is actually a woman. No shit.



SHOCK ABSORBER: The Philishave-inspired stun gun is impressive.

ROPEY GRAPHICS: Check out the sweet rappelling action.

"A SURPRISINGLY GOOD COLLAGE OF **OVER-USED IDEAS**"

SPY FICTION

With so many vigorous nods to *Metal Gear Solid*, the developers must have suffered some form of whiplash.

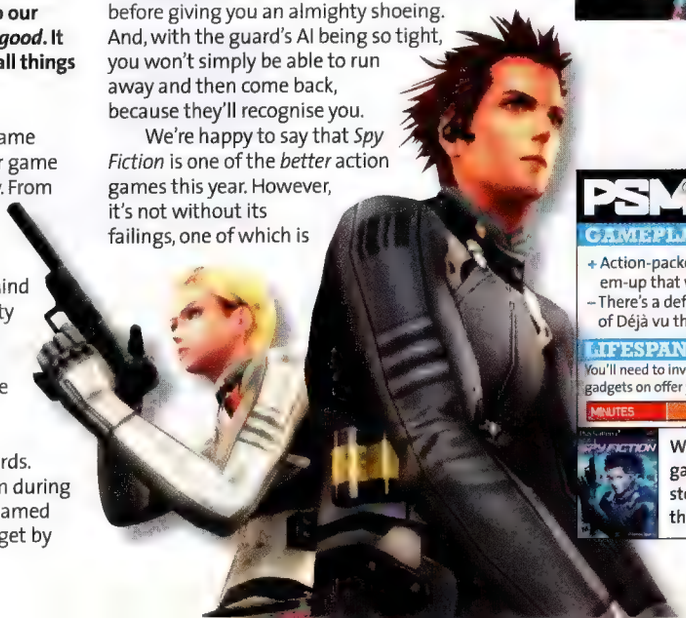
Games that gratuitously mimic tried, tested (and not to forget winning) formulae – such as Kojima's *MGS* series – usually result in lukewarm servings of stealth that become mug coasters within an hour. So Sammy's near carbon-copy of Kojima's masterpiece *MGS2*, aka: *Spy Fiction* – granted a UK release thanks to Sammy's recent acquisition of Sega – should be ripe for a kicking. But, to our amazement, this cloned caper is *actually good*. It even manages to capture the essence of all things action... erm... even if it does consist of a multitude of blatant rip-offs.

Spy Fiction is a cliché-fuelled action game that's taken almost every dramatic film or game sequence, and recreated them beautifully. From the light bulbs appearing above enemies' startled heads – ala *MGS*'s (!) – to the Mission Impossible-inspired reppelling scene; this game has the lot. Mind you, *Spy Fiction* has some of its own quality innovations, like the cloaking device (L1) that renders you invisible when you're pressed up against a wall. Then there's the spider grip gizmo which let's you cling to low ceilings with a double tap of △ – quintessential for avoiding patrolling guards.

The cloning theme takes a literal form during gameplay. Using either of the comically-named agents, Billy or Sheila, you can select a target by using R1 and then hit ⊗ to take a picture with the digital camera. Once the image is stored you can replicate the target's clothing and even their face, thus rendering you incognito. Blending in with crowds – such as those on the Casino level – is important, so adopting a croupier's guise at the roulette tables ensures you won't rouse much suspicion. But, if you try to access restricted zones in the same costume, the guards will frisk you before giving you an almighty shoeing. And, with the guard's AI being so tight, you won't simply be able to run away and then come back, because they'll recognise you.

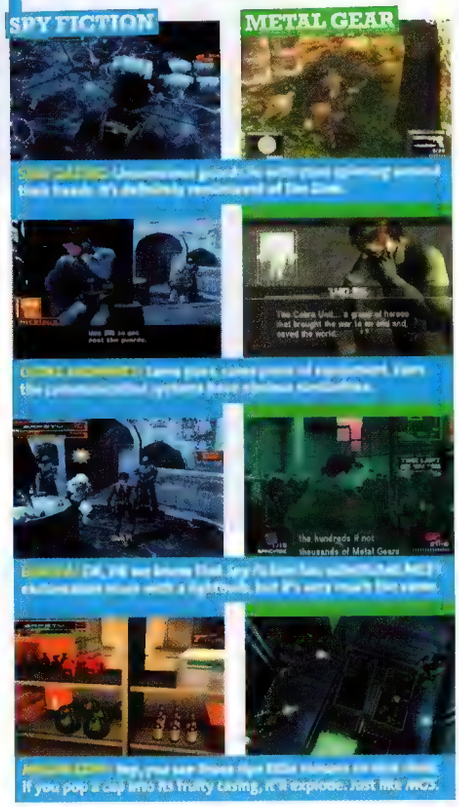
We're happy to say that *Spy Fiction* is one of the *better* action games this year. However, it's not without its failings, one of which is a recurring – and frustrating – camera angle, which gives you a wonderful view of your character's face, but no glimpse of where enemy bullets are coming from. There's also the disorientating labyrinth of corridors. Ultimately *Spy Fiction* has a solid charm to it, but fails to create a truly original experience. Still, it's good fun, so you can be sure won't be swapping our *Rogue Ops* mug coasters just yet. **Nathan Irvine**

■ *After sneaking around in Japan for months Spy Fiction is hanging from the ceiling in UK stores now.*



INSPIRATION?

We can't help but focus on the uncanny similarities between *Metal Gear Solid* and *Spy Fiction*. Just take a look at the evidence below and decide whether Konami have been unfairly fleeced of all their best ideas.



PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Action-packed stealth-em-up that works well. – There's a definite sense of Déjà vu throughout.	+ The cutesy graphics are big and bolshy... – ...they also numb the pseudo-serious plot.	+ Dramatic high-tempo music creates tension. – Some of the dialogue is bizarre in the extreme.

LIFESPAN
You'll need to invest a few weeks to complete it. But with so many gadgets on offer you'll be coming back to discover more.
MINUTES — YEARS

IT'S BETTER THAN...
SYPHON FILTER: OS

IT'S WORSE THAN...
METAL GEAR SOLID 2

We applaud Sammy's courage to make a game that copies every line from the stealth handbook. A sturdy PS2 title that's definitely worth a sneaky peak.

75

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- Ratchet & Clank 3
- DJ: Decks & FX
- Crisis Zone
- Spyro The Hero's Tail

THAT AIN'T ALL! Win the chance to race a Ferrari in our disc competition; see this month's goals of the month and get the insider track on *MGS: Snake Eater*!

***OPS2* is NOT just another games magazine!**

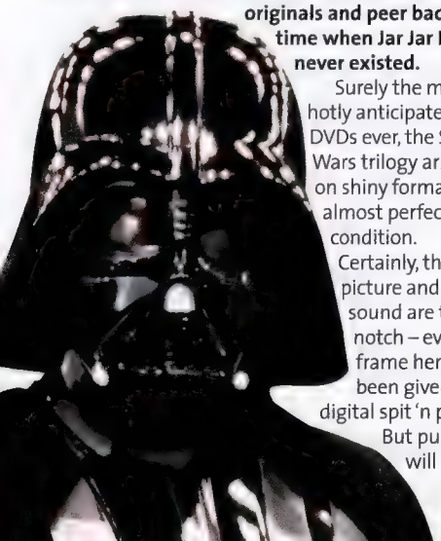
PlayStation®2
OFFICIAL magazine-UK
ISSUE 51 ON SALE 9 SEPTEMBER

"AS HOMER ONCE SAID 'YOU DON'T WIN FRIENDS WITH SALAD'"

STAR WARS TRILOGY

A long time ago, in a galaxy far, far away... A legend was spawned!

An entire generation grew up with these movies (let's call them Generation X-Wing) and, after years of everyone and their Ewok taking a pot shot – however well deserved – about what a mess the Star Wars franchise has become, there's no denying the power of the Holy Trilogy. And now, with the DVD release, it's time to re-visit the originals and peer back to a time when Jar Jar Binks never existed.



Surely the most hotly anticipated DVDs ever, the Star Wars trilogy arrive on shiny format in almost perfect condition. Certainly, the picture and sound are top notch – every frame here has been given the digital spit 'n polish. But purists will squawk at only the 1997 Special Editions (with the fan-baiting additions of a crap CG Jabba and the Greedo character firing first in the Mos Eisley bar) turning up on the discs. Still, it's a minor quibble when you at last get to enjoy sparkling versions of Star Wars, The Empire Strikes and Return Of The Jedi with superb picture quality and surround sound in the comfort of your own living room.

"PURISTS WILL SQUAWK AT ONLY THE 1997 SPECIAL EDITIONS TURNING UP ON THE DISCS"

WARS STORIES

Wars and Empire have stood the test of time, with TESB still regarded as a classic for very good reason – it's brilliant. Of the three, this is the most solid, intelligent take on George Lucas' mythology, which juggles the big themes alongside classy character interaction. Star Wars is rightly lauded as the film that launched it all, despite the odd moment where you're wishing George Lucas would let someone else write and direct. Return Of The Jedi, meanwhile, just feels like a Greatest Hits from the first two movies, with its Tatooine scenes and final chaotic battle around a Death Star. And what the hell was Lucas smoking when he came up with teddy bears as heroes? Still, we'll take Ewoks over Gungans any day. And let's not forget that fourth 'Making Of' disc with it's all new documentary about the trilogy. An essential purchase.

STARRING
- Mark Hamill
- Harrison Ford
- Carrie Fisher
- Billy Dee Williams
- Peter Mayhew
- Anthony Daniels
- Kenny Baker

DIRECTOR
- George Lucas

CERTIFICATE
- PG

PRICE
- £44.99

RELEASE
- 20 September

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Classic scenes + Great villain – Some cheesy writing – Ewoks! Say no more...	+ The movies have literally never looked so good. – The special editions' add-ons are cheesy.	+ Overflowing with extras... – But where are the deleted scenes?

EXTRAS

All the films have commentaries from Lucas and other cast/crew (Carrie "Leia" fisher is particularly good, witty value). And that fourth disc boasts a huge, 2 1/2 hour long documentary.

IT'S BETTER THAN...
STAR TREK

IT'S WORSE THAN...
THE ORIGINAL VERSIONS

Great films with a great 'Making Of' DVD for free. Featurettes, trailers, TV spots and even a sneaky glimpse at Episode III. Buy it and love it forever.

97

"AT LAST THE PROPER DVD BREAKS OUT OF CHOKEY"

THE SHAWSHANK REDEMPTION

The classic prison flick escapes vanilla disc hell at last. We suggest you capture it immediately.

STARRING
- Tim Robbins
- Morgan Freeman
- Bob Gunton
- William Sadler
- Clancy Brown
- James Whitmore
- Gil Bellows

DIRECTOR
- Frank Darabont

CERTIFICATE
- 15

PRICE
- £13.99

RELEASE

The Shawshank Redemption was a flop. The critics loved it, it scooped up Oscar nominations like they were going out of fashion but on its first release, it died at the box office. Then something unusual happened: it began to become a huge word-of-mouth hit on video.

So just what is it that makes Shawshank so good? For one, it's brilliantly directed by Frank Darabont, taking its time to tell a story without ever being boring. For another, it has a top cast in Freeman and Robbins, who lead us through the story of "cold-fish" Andy DuFresne and his life in Shawshank Prison for a murder he didn't commit. And it's brilliant.

So when it arrived on DVD, it seemed only logical to expect that we'd get a full-featured disc weighed down with insightful info. What we got was the film. And that's it.

BUSTIN' LOOSE

Now at last they've spared no expense in gathering the cast and crew together to chew over their experiences of making the movie and how people react to it now. Bouffant-haired critic Mark Kermode pops up to present a documentary on the film's enduring popularity and there's the usual parade of people lining up to enthuse. But more than that, take the chance to pick up the spruced up, cleaned print of the movie, and – if you did buy it – use that now spare disc to spread the word.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Wonderful acting + Superb writing – Pat ending – Some one-note	+ A moving and important piece of cinema get's the DVD it deserves. – What took them so long?	+ Good batch of extras – Some of it seen before.

EXTRAS

Kermode's doc is taken from Channel 4, but everything else is new – with commentary from Darabont, interviews with everyone and chat show appearances by the cast.

IT'S BETTER THAN...
THE GREEN MILE

IT'S WORSE THAN...
NONE BETTER...

It looks like a boring, brown old prison drama but it's got action, it's funny and we defy you not to shed a manly dear of respect too. Free yer wallet and buy it.

90

VAN HELSING

STARRING
- Hugh Jackman
- Kate Beckinsale

DIRECTOR
- Stephen Sommers

CERTIFICATE
- 15

PRICE
- £19.99/£24.99

RELEASE
- 11 October

It's always embarrassing when the console adaptation of a film is better than the flick that gave birth to it. Van Helsing didn't learn that lesson at all: flush with the success of The Mummy and The Mummy Returns, Universal opened their wallets and their classic monster movie vaults to director Stephen Sommers. Problem is, The Mummy Returns was shit. And overexcited man-child Sommers decided to throw everything into the pot – it's Van Helsing Vs The Wolfman! And Dracula! And Frankenstein's Monster! – Without thinking that it maaaybe needed a decent script to hold it together. And more for charismatic leading man Hugh Jackman to do. And decent effects. Still, if you're one of the few who love this mess, treat yourself to the extras-heavy, 2-disc version.

35

THE WEST WING: SEASON FOUR

STARRING
- Martin Sheen
- Rob Lowe

DIRECTOR
- Various

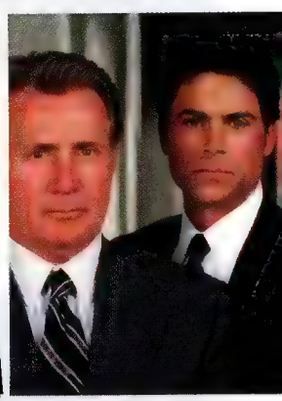
CERTIFICATE
- TBC

PRICE
- £59.99

RELEASE
- 27 September

And so this classy White House-set show reaches Season Four. Or, as it will later be known, The Last One With The Genius Who Created It In Charge. The cracks are already showing slightly, with plotlines stretched thinner (The president lied about his serious illness and now has to run for re-election! There's trouble with a dodgy fictional Middle East country!) and the cast seemingly less enthusiastic about the whole affair, it never quite lives up to the first three years. That said, lower-quality West Wing is still far better than Help I'm A Moron Stuck In Big Brother's Jungle Of Arse and the show wheels out some impressive guest stars (including Friends' Matthew Perry, who proves to be a better dramatic actor than anyone could have guessed).

80



Films from another space and time

ANIMANIA

MAZINKAISER: VOLUME 1

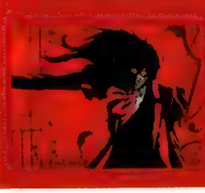
Created by Go Nagai, Mazinkaiser was first published in manga form in 1972. Due to its immense popularity, Toei decided to animate the series that same year. So... what's the big deal? Well, it's old school mech action all the way, meaning many fights with massive robots beating each other to death. And it's all presented in a super-cheese '80s style with awful/brilliant dialogue.

75

CUTEY HONEY: VOLUME 1

Despite the title, this is a very dark adventure series. The world of Cutey Honey is an odd place, looking like a twisted version of Hell. Cosplay City, where the action takes place is a gloomy, sunless, place, run by an evil demonic crime lord and the series revolves around him and his iron grip on the city. This is massive though not totally to our taste.

78



HELLSING: THE COLLECTION

The vampire-turned-hunter saga Hellsing owes a lot to both the original and remake of Vampire Hunter D. In Britain, vampires that were artificially created by implanting chips in their necks are attacking people. Dispatching them is the job of the Royal Order of Religious Knights, headed by the icy (and apparently female) Sir Integra Hellsinger. It's dark, moody and brilliant.

82

ALSO RELEASED

THE BUTTERFLY EFFECT

■ Released Out Now ■ Cert 15 ■ Price £15.99

Discovering that a combination of his diary and a weird mental capability lets him shift time, Ashton Kutcher journeys across parallel universes trying to fix his life.

42

TAKING LIVES

■ Released Out now ■ Cert 15 ■ Price £15.99

Angelina Jolie's FBI profiler investigates a serial killer who steals his victim's lives. A thriller-by-numbers affair that half-inches its entire plot from other, better films.

51

JERSEY GIRL

■ Released Out now ■ Cert TBC ■ Price £39.99

Clerks director Kevin Smith ditches his trademark foul-mouthed wit for schmaltz. There are still laughs to be had and Ben Affleck is almost good.

62

SPACED: DEFINITIVE COLLECTOR'S EDITION

■ Released Out now ■ Cert TBC ■ Price £24.99

Three discs of extras goodness from the people who brought you zombie comedy classic Shaun Of The Dead. Spaced was Simon Pegg's first joy and it shows.

89

©The Kobal Collection

PSM2 PRESENTS

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge...

YOUR KEY

GOLD AWARD – A game scoring 90% or more. An absolute classic!

SILVER AWARD – A top-notch PS2 title that scored between 80-89%

BRONZE AWARD – A very enjoyable and solid game scoring 70-79%

TOP FIVE

SHOOT-EM-UPS

1. GRADIUS V
2. STARS WARS: STARFIGHTER
3. FUR FIGHTERS
4. STAR WARS: JEDI STARFIGHTER
5. TWISTED METAL: BLACK

EXTREME SPORTS

1. TONY HAWK'S PRO SKATER 3
2. SSX TRICKY
3. SSX3
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

ROLE PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLE
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

13 (XIII) 87%
Publisher> Ubisoft Issue> #42

2002 FIFA WORLD CUP 73%
Publisher> EA Issue> #22

7 BLADES 72%
Publisher> Konami Issue> #11

ACE COMBAT 4: SHATTERED SKIES 80%
Publisher> Namco Issue> #17

ACTIVISION ANTHOLOGY 40%
Publisher> Activision Issue> #36

AGE OF EMPIRES 2 76%
Publisher> Konami Issue> #15

AGGRESSIVE INLINE 83%
Publisher> Acclaim Issue> #24

AIRBLADE 77%
Publisher> Sony Issue> #16

ALIAS 79%
Publisher> Acclaim Issue> #47

ALEX FERGUSON'S PLAYER MANAGER 65%
Publisher> 3DO Issue> #15

ALL-STAR BASEBALL 2004 67%
Publisher> Acclaim Issue> #35

ALONE IN THE DARK: THE NEW NIGHTMARE 66%
Publisher> Atari Issue> #15

ALTER ECHO 66%
Publisher> THQ Issue> #41

AMPLITUDE 87%
Publisher> Sony Issue> #40

APE ESCAPE 2 80%
Publisher> SCEI Issue> #30

AQUA AQUA 72%
Publisher> SCI Issue> #04

ARCTIC THUNDER 58%
Publisher> Midway Issue> #16

ARC: TWILIGHT OF SPIRITS 68%
Publisher> Sony Issue> #46

ARMORED CORE 2: ANOTHER AGE 56%
Publisher> Metro Issue> #24

ARMY MEN AIR ATTACK: BLADE'S REVENGE 47%
Publisher> 3DO Issue> #11

ARMY MEN RTS 56%
Publisher> 3DO Issue> #24

ARMY MEN: SARGE'S HEROES 2 40%
Publisher> 3DO Issue> #09

ATHENS 2004 51%
Publisher> Sony Issue> #51

A-TRAIN 6 60%
Publisher> Midas Issue> #49

ATV OFFROAD FURY 3 73%
Publisher> THQ Issue> #40

ATV QUAD POWER RACING 2 68%
Publisher> Acclaim Issue> #33

ASTERIX AND OBELIX XXL 60%
Publisher> Atari Issue> #46

AUTO MODELLISTA 80%
Publisher> Capcom Issue> #28

BAD BOYS 2 51%
Publisher> Empire Issue> #48

BACKYARD WRESTLING 45%
Publisher> Eidos Issue> #42

BALDUR'S GATE: DARK ALLIANCE 70%
Publisher> Virgin Interactive Issue> #17

BALDUR'S GATE: DARK ALLIANCE 2 82%
Publisher> VU Games Issue> #44

BARBARIAN 66%
Publisher> Titus Issue> #25

BASS STRIKE 64%
Publisher> THQ Issue> #18

BATMAN VENGEANCE 48%
Publisher> Ubisoft Issue> #17

BATMAN VS. THE ARMY OF TSU 43%
Publisher> Ubisoft Issue> #44

BATTLE ENGINE AQUILA 78%
Publisher> Atari Issue> #31

BATTLESTAR GALACTICA 59%
Publisher> Vivendi Issue> #44

BEN HUR: BLOOD OF BRAVES 42%
Publisher> Microids Issue> #34

BEYOND GOOD AND EVIL 82%
Publisher> Ubisoft Issue> #42

BIG MUTHA TRUCKERS 79%
Publisher> Empire Issue> #31

BIONICLE 38%
Publisher> EA Issue> #41

BLADE 2 51%
Publisher> Activision Issue> #28

BLOOD OMEN 2 71%
Publisher> Eidos Issue> #22

BLOODRAYNE 67%
Publisher> Vivendi Issue> #36

BLOODY ROAR 3 79%
Publisher> Virgin Issue> #11

BMX XXX 58%
Publisher> Acclaim Issue> #30

BOMBERMAN KART 51%
Publisher> Konami Issue> #41

BOUNCER, THE 66%
Publisher> SCEE Issue> #11

BOXING CHAMPIONS 40%
Publisher> Midas Issue> #41

BREATH OF FIRE: DRAGON QUARTER 70%
Publisher> Capcom Issue> #41

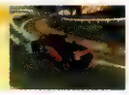
BRITNEY'S DANCE BEAT 58%
Publisher> THQ Issue> #24

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS 74%
Publisher> Vivendi Issue> #41

BUJINGAI 62%
Publisher> Taito Issue> #47

BURNOUT 85%
Publisher> Acclaim Issue> #15

BURNOUT 2: POINT OF IMPACT 91%
Publisher> Acclaim Issue> #28
Beautiful, emotional racing that you have to play to fully appreciate.



CABELA'S DANGEROUS HUNTS 57%
Publisher> Activision Issue> #53

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001 83%
Publisher> Capcom Issue> #17

CART FURY 65%
Publisher> Midway Issue> #12

CASPER: SPIRIT DIMENSIONS 48%
Publisher> TDK Mediactive Issue> #22

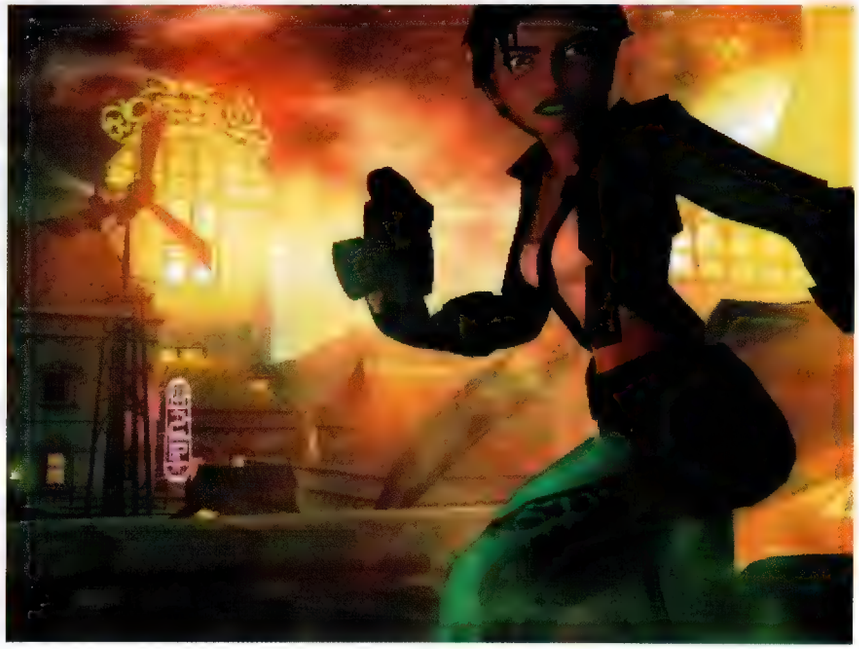
CASTLEWEEN 45%
Publisher> Wanadoo Issue> #30

CATWOMAN 30%
Publisher> EA Issue> #52

CEL DAMAGE OVERDRIVE 50%
Publisher> Play It Issue> #36

CENTRE COURT: HARD HITTER 2 62%
Publisher> Midas Issue> #33

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST 82%
Publisher> Ubisoft Issue> #47



CHAOS LEGION 86%
Publisher> Capcom Issue> #39

CHOPLIFTER: CRISIS SHIELD 48%
Publisher> Xicat Interactive Issue> #35

CIRCUS MAXIMUS: CHARIOT WARS 55%
Publisher> THQ Issue> #25

CITY CRISIS 62%
Publisher> Take 2 Issue> #16

CLOCK TOWER 3 59%
Publisher> Capcom Issue> #37

CLUB FOOTBALL 61%
Publisher> Codemasters Issue> #42

COLIN MCRAE RALLY 04 92%
Publisher> Codemasters Issue> #40
A defining moment for rally games. If you like rallying, you've got to get this.

COMBAT ELITE: WW2 PARATROOPERS 71%
Publisher> Acclaim Issue> #52

COMMANDOS 2: MEN OF COURAGE 79%
Publisher> Eidos Issue> #24

CONFLICT: DESERT STORM 74%
Publisher> SCi Issue> #27

CONFLICT DESERT STORM 2 88%
Publisher> SCi Issue> #39

CONFLICT ZONE 75%
Publisher> Ubisoft Issue> #22

CONTRA: SHATTERED SOLDIER 52%
Publisher> Konami Europe Issue> #32

CRASH BANDICOOT: THE WRATH OF CORTEX 66%
Publisher> Vivendi Issue> #17

CRAZY TAXI 80%
Publisher> Acclaim Issue> #10

CRICKET 2002 41%
Publisher> EA Issue> #18

CRIMSON SEA 2 70%
Publisher> Koei Issue> #53

CRIMSON TEARS 74%
Publisher> Capcom Issue> #51

CRISIS ZONE 59%
Publisher> Namco Issue> #53

CROUCHING TIGER, HIDDEN DRAGON 35%
Publisher: Ubisoft Issue> #44

CY GIRLS 74%
Publisher> Konami Issue> #50

DAKAR 2 50%
Publisher> Acclaim Issue> #34

DANCE UK 67%
Publisher> Big Ben Issue> #42

DANCING STAGE MEGAMIX 85%
Publisher> Konami Europe Issue> #36

DARK ANGEL 45%
Publisher> Vivendi Issue> #34

DARK CHRONICLE 90%
Publisher> Level-5 Issue> #37
Debatably better than *Final Fantasy X*, but edged out in pomp and presence.

DARK CLOUD 81%
Publisher> Sony Issue> #11

DARK SUMMIT 56%
Publisher> THQ Issue> #21

DAVE MIRRA FREESTYLE BMX 2 76%
Publisher> Acclaim Issue> #14

DEAD OR ALIVE 2 83%
Publisher> SCEE Issue> #05

DEAD TO RIGHTS 79%
Publisher> EA Issue> #38

DEFENDER 76%
Publisher> Midway Issue> #31

DEF JAM VENDETTA 75%
Publisher> EA Issue> #36

DETONATOR 69%
Publisher> Midas Issue> #47

DESTRUCTION DERBY ARENAS 42%
Publisher> Sony Issue> #45

DEUS EX: THE CONSPIRACY 88%
Publisher> Eidos Issue> #22

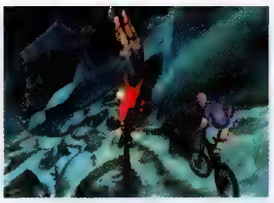
DEVIL MAY CRY 90%
Publisher> Capcom Issue> #15
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.

DEVIL MAY CRY 2 72%
Publisher> Capcom Issue> #33

DIE HARD VENDETTA 54%
Publisher> Vivendi Issue> #38

DINO STALKER 58%
Publisher> Capcom Issue> #26

DISGAEA: HOUR OF DARKNESS 86%
Publisher> Koei Issue> #49



DISNEY'S EXTREME SKATE ADVENTURE 78%
Publisher> Disney Issue> #40

DISNEY'S STITCH: EXPERIMENT 626 64%
Publisher> Disney Issue> #27

DJ DECKS & FX 74%
Publisher> Sony Issue> #53

DONALD DUCK PK 64%
Publisher> Ubisoft Issue> #30

DOWNFORCE 64%
Publisher> Titus Issue> #23

DOT HACK INFECTION: PART ONE 58%
Publisher> Atari Issue> #47

DOWNHILL DOMINATION 80%
Publisher> Codemasters Issue> #46

DRAGON BALL Z: BUDOKAI 60%
Publisher> Atari Issue> #30

DRAKENGARD 75%
Publisher> Take 2 Issue> #50

DRAGON RAGE 45%
Publisher> 3DO Issue> #23

DRAKAN: THE ANCIENTS' GATES 75%
Publisher> Sony Issue> #20

DRIV3R 90%
Publisher> Atari Issue> #50
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.

DRIVEN 46%
Publisher> Bam! Issue> #17

DRIVING EMOTION TYPE-S 57%
Publisher> Squaresoft Issue> #01

DR MUTO 59%
Publisher> Midway Issue> #33

DROME RACERS 50%
Publisher> EA Issue> #31

DROPSHIP 75%
Publisher> Sony Issue> #18

DYNASTY TACTICS 2 69%
Publisher> Koei Issue> #44

DYNASTY WARRIORS 3: XTREME LEGENDS 69%
Publisher> Koei Issue> #34

DYNASTY WARRIORS 4 80%
Publisher> Koei Issue> #37

DYNASTY WARRIORS 4: EMPIRES 70%
Publisher> Koei Issue> #53

DYNASTY WARRIORS 4: XTREME LEGENDS 70%
Publisher> Koei Issue> #46

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE 52%
Publisher> Sony Issue> #18

EGGO MANIA 40%
Publisher> Kemco Issue> #27

EJAY CLUBWORLD 84%
Publisher> Empire Issue> #26

ENDGAME 49%
Publisher> Empire Issue> #25

ENGLAND INTERNATIONAL FOOTBALL 62%
Publisher> Codemasters Issue> #49

ENTER THE MATRIX 81%
Publisher> Atari Issue> #37

EOE: EVE OF EXTINCTION 71%
Publisher> Eidos Issue> #22

EPHEMERAL FANTASIA 80%
Publisher> Konami Issue> #12

ESCAPE FROM MONKEY ISLAND 82%
Publisher> Activision Issue> #12

ESPN MLS 2002 72%
Publisher> Konami Issue> #24

ESPN NHL HOCKEY 78%
Publisher> Sega Issue> #44

ESPN INTERNATIONAL TRACK & FIELD 63%
Publisher> Konami Issue> #04

ESPN INTERNATIONAL WINTER SPORTS 55%
Publisher> Konami Issue> #20

ESPN NATIONAL HOCKEY NIGHT 68%
Publisher> Konami Issue> #09

ESPN X GAMES SKATEBOARDING 62%
Publisher> Konami Issue> #15

ESPN WINTER X GAMES SNOWBOARDING 70%
Publisher> Konami Issue> #04

ESPN WINTER X GAMES SNOWBOARDING 2 69%
Publisher> Konami Issue> #20

EVERBLUE 2 56%
Publisher> Capcom Eurosoft Issue> #34

EVERQUEST ONLINE ADVENTURES 70%
Publisher> SCEE Issue> #41

EVIL DEAD: A FISTFUL OF BOOMSTICK 68%
Publisher> THQ Issue> #37

EVOLUTION SKATEBOARDING 54%
Publisher> Konami Issue> #33

EVOLUTION SNOWBOARDING 43%
Publisher> Konami Issue> #33

EXTERMINATION 78%
Publisher> Sony Issue> #09

EXTREME-G 3 60%
Publisher> Acclaim Issue> #13

EYE TOY: PLAY 82%
Publisher> SCEE Issue> #38

F1 2002 84%
Publisher> EA Issue> #24

F1 CAREER CHALLENGE 58%
Publisher> EA Issue> #37

F1 RACING CHAMPIONSHIP 66%
Publisher> Ubisoft Issue> #07

FALLOUT: BROTHERHOOD OF STEEL 46%
Publisher> Interplay Issue> #48

FAME ACADEMY 38%
Publisher> Ubisoft Issue> #44

FANTAVISION 85%
Publisher> SCEE Issue> #01

FELLOWSHIP OF THE RING, THE 70%
Publisher> Vivendi Issue> #30

FERRARI F355 CHALLENGE 67%
Publisher> SCEE Issue> #27

FIFA 2003 81%
Publisher> EA Issue> #29

FIFA 2004 86%
Publisher> EA Issue> #42

FIGHT NIGHT 2004 86%
Publisher> EA Issue> #48

FINAL FANTASY X 91%
Publisher> SCEE Issue> #23
The most life-swallowing RPG of them all – even with the random battles.

FINAL FANTASY 10-2 83%
Publisher> Square Enix Issue> #36

FINAL FANTASY XI (IMPORT) 85%
Publisher> Square Enix Issue> #49

FINAL FANTASY X-2 85%
Publisher> Square Enix Issue> #44

FINDING NEMO 71%
Publisher> THQ Issue> #41

FIREBLADE 68%
Publisher> Midway Issue> #24

FIREFIGHTER F.D.18 70%
Publisher> Konami Issue> #49

FLIPNIC 79%
Publisher> Ubisoft Issue> #45

FORBIDDEN SIREN 80%
Publisher> Sony Issue> #44

FORMULA ONE 2001 84%
Publisher> Sony Issue> #09

TOP FIVE

FIRST PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. MEDAL OF HONOR: FRONTLINE
4. DEUS EX
5. RED FACTION 2

FOOTBALL

1. PRO EVOLUTION SOCCER 3
2. WINNING ELEVEN 8
3. FIFA 2003
4. FIFA 2004
5. RED CARD SOCCER

PLATFORMERS

1. JAK 2: RENEGADE
2. RATCHET & CLANK
3. JAK & DAXTER
4. RATCHET & CLANK 2
5. MAXIMO

ALL TIME BEST

1. GRAND THEFT AUTO: VICE CITY
2. PRO EVOLUTION SOCCER 3
3. TIMESPLITTERS 2
4. SSX3
5. TONY HAWK'S PRO SKATER 3

TOP FIVE

MILF'S FAVORITE GAMES OF ALL TIME

1 BURNOUT 3: TAKEDOWN

Vicious, nasty racing coated in eye candy. Simply sex on legs (or wheels...)

2 PRO EVO SOCCER 3

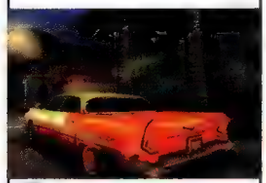
Konami's footy master-class has kept me inside at lunchtimes way, way too often. Addictive stuff.

3 METAL GEAR SOLID 2

Cutscenes, eh? Don't you just love them. The game's not too shabby either. Genius.

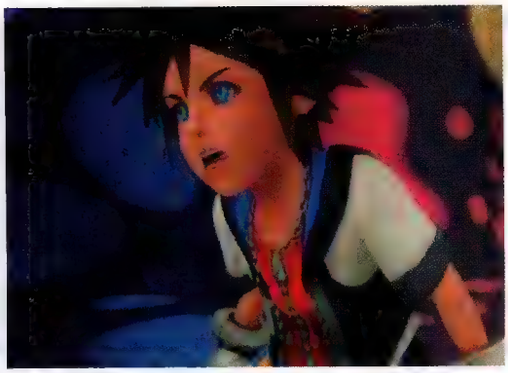
4 ICO

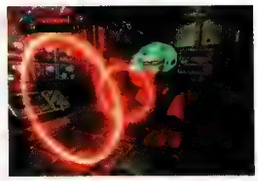
Emotive, atmospheric brilliance. Stripped down adventure game where you get to hold a girls hand.



5 GTA: VICE CITY

Reminds me of my youth. Not that I was nicking cars and shooting prostitutes mind...





FORMULA ONE 2002 68%
Publisher> SCEE Issue> #29

FORMULA ONE 2003 83%
Publisher> SCEE Issue> #39

FORMULA ONE 2004 65%
Publisher> SCEE Issue> #52

FREAK OUT 19%
Publisher> Swing! AG Media Issue> #13

FREAKY FLYERS 77%
Publisher> Midway Issue> #42

FREEDOM FIGHTERS 92%
Publisher> EA Issue> #40
An utterly compelling squad-based shooter that's intelligent and addictive.

FREEKSTYLE 59%
Publisher> EA Issue> #25

FREESTYLE METAL X 14%
Publisher> EA Issue> #40

FREQUENCY 64%
Publisher> SCEE Issue> #23

FUR FIGHTERS 66%
Publisher> Acclaim Issue> #10

FUTURAMA 75%
Publisher> SCi Issue> #37

G1 JOCKEY 3 43%
Publisher> Koei UK Issue> #34

GALERIANS: ASH 50%
Publisher> Big Ben Issue> #34

GALLOP RACER 39%
Publisher> Zoo Digital Issue> #41

GETAWAY, THE 78%
Publisher> SCEE Issue> #31

GHOST RECON 65%
Publisher> Ubisoft Issue> #30

GHOST RECON: JUNGLE STORM 75%
Publisher: Ubisoft Issue> #47

GIANTS: CITIZEN KABUTO 80%
Publisher> Interplay Issue> #17

GIFT 51%
Publisher> Acclaim Issue> #12

GITAROO MAN 79%
Publisher> THQ Issue> #22

GLADIUS 52%
Publisher> Activision Issue> #42

GOBLIN COMMANDER: UNLEASH THE HORDE 65%
Publisher> Jaleco Issue> #47

GRADIUS V 81%
Publisher> Konami Issue> #51

GRANDIA 2 45%
Publisher> Ubisoft Issue> #23

GRAND PRIX CHALLENGE 85%
Publisher> Atari Issue> #31

GRAND THEFT AUTO 3 92%
Publisher> Take 2 Issue> #16
Its scope and and tiny touches are some of the most impressive on PS2.

GRAND THEFT AUTO: VICE CITY 97%
Publisher> Rockstar Games Issue> #29
The music, the styling, the freedom... nothing beats it. A great leap for games.

GRAND TOUR RACING GT-R 400 53%
Publisher> Midas Issue> #51

GRAN TURISMO 3 93%
Publisher> Sony Issue> #13
The most complete racing game yet and one you can truly sink your teeth into.

GRAN TURISMO 4: PROLOGUE 79%
Publisher> Sony Issue> #50

GRAN TURISMO CONCEPT 2001: TOKYO-GENEVA 77%
Publisher> SCEE Issue> #25

GRAVITY GAMES BIKE: STREET, VERT, DIRT 48%
Publisher> Midway Issue> #28

GREAT ESCAPE, THE 73%
Publisher> SCi Issue> #39

GREGORY HORROR SHOW 70%
Publisher> Capcom Issue> #42

GROOVE RIDER 52%
Publisher> Play It Issue> #45

G-SURFERS 49%
Publisher> Midas Issue> #16

GTC AFRICA 74%
Publisher> Rage Issue> #16

GUILTY GEAR X2 84%
Publisher> Big Ben Issue> #35

GUMBALL 3000 73%
Publisher> SCi Issue> #29

GUNDAM: FEDERATION VS ZEON 39%
Publisher> Atari Issue> #29

GUNFIGHTER 2: REVENGE OF JESSE JAMES 40%
Publisher> Ubisoft Issue> #35

GUNGRAVE 68%
Publisher> Activision Issue> #30

GUN GRIFFON BLAZE 70%
Publisher> Virgin Issue> #07

HALF-LIFE 90%
Publisher> Vivendi Issue> #16
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.

HARDWARE ONLINE ARENA 68%
Publisher> SCEE Issue> #41

HARRY POTTER AND THE CHAMBER OF SECRETS 65%
Publisher> EA Issue> #31

HARRY POTTER AND THE PRISONER OF AZKABAN 76%
Publisher> EA Issue> #51

HARRY POTTER: THE PHILOSOPHER'S STONE 55%
Publisher> EA Issue> #44

HAUNTED MANSION, THE 70%
Publisher> TDK Mediactive Issue> #46

HAVEN: CALL OF THE KING 81%
Publisher> Midway Issue> #29

HEADHUNTER 81%
Publisher> Sega Issue> #19

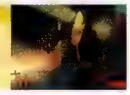
HEADHUNTER: REDEMPTION 53%
Publisher> Sega Issue> #53

HERDY GERDY 69%
Publisher> Eidos Issue> #21

HIGH HEAT MAJOR LEAGUE BASEBALL 71%
Publisher> 3DO Issue> #24

HITMAN 2: SILENT ASSASSIN 89%
Publisher> Eidos Issue> #28

HITMAN: CONTRACTS 90%
Publisher> Eidos Issue> #49
A game that promotes experimentation and plays brilliantly. A twisted funhouse.



HOTWHEELS VELOCITY X MAXIMUM JUSTICE 51%
Publisher> THQ Issue> #31

HULK, THE 70%
Publisher> Vivendi Issue> #38

HUNTER WAYWARD: THE RECKONING 30%
Publisher> Vivendi Issue> #41

HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDITION 89%
Publisher> Capcom Issue> #46

ICO 85%
Publisher> SCEA Issue> #17

INDIANA JONES AND THE EMPEROR'S TOMB 80%
Publisher> Activision Issue> #39

INDYCAR SERIES 49%
Publisher> Codemasters Issue> #37

INDYCAR SERIES 2005 63%
Publisher> Codemasters Issue> #53

I-NINJA 85%
Publisher> SCEE Issue> #45

INTERNATIONAL CUE CLUB 56%
Publisher> Midas Issue> #24

ISLAND EXTREME STUNTS 65%
Publisher> SCEE Issue> #33

ISLE OF MAN TT SUPERBIKES 59%
Publisher> Jester Issue> #53

ISS 76%
Publisher> Konami Issue> #34

ITALIAN JOB: LA HEIST, THE 51%
Publisher> Eidos Issue> #40

IZZ: COCOON 70%
Publisher> Ubisoft Issue> #22

JAK & DAXTER 85%
Publisher> Sony Issue> #18

JAK 2: RENEGADE 93%
Publisher> Sony Issue> #40
Vast, well-built and bursting with distractions. How can others compete?

JAMES BOND 007: EVERYTHING OR NOTHING 77%
Publisher> EA Issue> #46

JAMES BOND 007 IN AGENT UNDER FIRE 88%
Publisher> EA Issue> #17

JAMES BOND 007 IN... NIGHTFIRE 78%
Publisher> EA Issue> #30

JET SKI RIDERS 38%
Publisher> Eidos Issue> #18

JONNY MOSELEY MAD TRIX 38%
Publisher> 3DO Issue> #20

JUDGE DREDD: DREDD VS DEATH 83%
Publisher> Vivendi Issue> #40

JUICED 59%
Publisher> Acclaim Issue> #53

JUNGLE BOOK GROOVE PARTY 50%
Publisher> Ubisoft Issue> #10

JURASSIC PARK: OPERATION GENESIS 61%
Publisher> Vivendi Issue> #34

KATAMARI DAMASHII 83%
Publisher> Namco Issue> #49

KARAOKE STAGE 85%
Publisher> Konami Issue> #49

KENGO 60%
Publisher> Ubisoft Issue> #09

KELLY SLATER'S PRO SURFER 75%
Publisher> Activision Issue> #28

KESSEN 2 66%
Publisher> KOEI Issue> #20

KILLSWITCH 78%
Publisher> Sony Issue> #44

KING OF ROUTE 66 44%
Publisher> Sega Issue> #41

KINGDOM HEARTS 88%
Publisher> SCEE Issue> #29

KING'S FIELD: THE ANCIENT CITY 54%
Publisher> Metro3D Inc Issue> #24

KLONOA 2 73%
Publisher> Namco Issue> #10

KNOCKOUT KINGS 2001 79%
Publisher> EA Issue> #07

KNOCKOUT KINGS 2002 83%
Publisher> EA Issue> #21

KURI KURI MIX 78%
Publisher> Empire Issue> #10

KYA: DARK LINEAGE 75%
Publisher> Atari Issue> #45

LA PUCELLE TACTICS 80%
Publisher> Mastiff Issue> #52

LEGAIA 2: DUEL SAGA 59%
Publisher> Eidos Issue> #28

LEGENDS OF WRESTLING 2 68%
Publisher> Acclaim Issue> #33

LEGION: LEGEND OF EXCALIBUR 72%
Publisher> Midway Issue> #27

LEGO RACERS 2 42%
Publisher> Lego Software Issue> #18

LE MANS 24 HOURS 73%
Publisher> Atari Issue> #12

LETHAL SKIES 63%
Publisher> THQ Issue> #27

LETHAL SKIES 2 68%
Publisher> Big Ben Issue> #48

LE TOUR DE FRANCE 75%
Publisher> Konami Issue> #23

LE TOUR DE FRANCE: CENTENARY EDITION 72%
Publisher> Konami Issue> #38

LMA MANAGER 2003 84%
Publisher> Codemasters Issue> #29

LMA MANAGER 2004 87%
Publisher> Codemasters Issue> #47

LONDON RACER: WORLD CHALLENGE 59%
Publisher> Davilex Issue> #40

LOONY TUNES SPACE RACE 65%
Publisher> Atari Issue> #19

LORD OF THE RINGS: THE TWO TOWERS 78%
Publisher> EA Issue> #29

LOTUS CHALLENGE 60%
Publisher> Virgin Issue> #16

LUCA CRIPPA: BOUNTY HUNTER 73%
Publisher> Vivendi Issue> #38

MADDEN NFL 2004 87%
Publisher> EA Issue> #40

MAD MAESTRO! 78%
Publisher> Eidos Issue> #22

MAFIA 72%
Publisher> Take Two Issue> #46

MALICE 60%
Publisher> Evolved Games Issue> #51

MARK OF KRI, THE 74%
Publisher> SCEA Issue> #33

MARVEL VS CAPCOM 2 84%
Publisher> Capcom Issue> #29

MASHED 19%
Publisher> Empire Int. Issue> #51

MASTER RALLYE 55%
Publisher> Microids Issue> #24

MAXIMO 84%
Publisher> Konami Issue> #20

MAX PAYNE 82%
Publisher> Take 2 Issue> #19

MAX PAYNE 2: THE FALL OF MAX PAYNE 65%
Publisher> Rockstar Issue> #45

MDK2 ARMAGEDDON 76%
Publisher> Interplay Issue> #09

MEDAL OF HONOR: FRONTLINE 89%
Publisher> EA Issue> #23

MEN IN BLACK 2: ALIEN ESCAPE 42%
Publisher> Atari Issue> #26

METAL ARMS: GLITCH IN THE SYSTEM 87%
Publisher> Vivendi Issue> #41

METAL GEAR SOLID 2 96%
Publisher> Konami Issue> #17
Near perfectly balanced and worth every bit of the hype. An all-time classic.

METAL GEAR SOLID 2: SUBSTANCE 74%
Publisher> Konami Issue> #33

METAL SLUG 3 78%
Publisher> Playmore Issue> #39

MICRO MACHINES 59%
Publisher> Atari Issue> #30

MIDNIGHT CLUB 2 80%
Publisher> Rockstar Issue> #37

MIDWAY ARCADE TREASURES 48%
Publisher> Midway Issue> #45

MIKE TYSON HEAVYWEIGHT BOXING 61%
Publisher> Codemasters Issue> #23

MINORITY REPORT 60%
Publisher> Activision Issue> #31

MISSION IMPOSSIBLE: OPERATION SURMA 59%
Publisher> Atari Issue> #44

MONSTERS, INC 41%
Publisher> Sony Issue> #19

MORTAL KOMBAT: DEADLY ALLIANCE 85%
Publisher> Midway Issue> #33

MOTO GP3 74%
Publisher> SCEE Issue> #35

MOTOR MAYHEM 63%
Publisher> Atari Issue> #15

MR GOLF 56%
Publisher> Midas Games Issue> #34

MR MOSKEETO 52%
Publisher> Eidos Issue> #22

MTV MUSIC GENERATOR 83%
Publisher> Codemasters Issue> #50

MTV MUSIC GENERATOR 2 90%
Publisher> Codemasters Issue> #10
A musical pandora's box, offering professional results to everyone.

MTX MOTOTRAX 79%
Publisher> Activision Issue> #49

MUMMY RETURNS, THE 46%
Publisher> Vivendi Issue> #17

MUSIC 3000 81%
Publisher> Jester Interactive Issue> #35

MX 2002 78%
Publisher> THQ Issue> #14

MX RIDER 62%
Publisher> Atari Issue> #15

MX SUPERFLY 72%
Publisher> THQ Issue> #27

MX UNLEASHED 75%
Publisher> THQ Issue> #48

MYSTIC HEROES 67%
Publisher> Koei UK Issue> #34

NAVAL OPS: COMMANDER 68%
Publisher> Koei Issue> #52

NAVAL OPS: WARSHIP GUNNER 63%
Publisher> Koei Issue> #41

NBA 2K3 70%
Publisher> Atari Issue> #35

NBA BALLERS 82%
Publisher> Midway Issue> #53

NBA JAM 71%
Publisher> Acclaim Issue> #42

NBA LIVE 2003 82%
Publisher> EA Issue> #31

NBA LIVE 2004 84%
Publisher> EA Issue> #42

NBA HOOPZ 70%
Publisher> Midway Issue> #07

NBA STREET VOL2 85%
Publisher> EA Issue> #35

NEED FOR SPEED 88%
Publisher> EA Issue> #28

NEXT GENERATION TENNIS 2003 55%
Publisher> Wanadoo Issue> #38

NFL 2K3 78%
Publisher> Atari Issue> #35

NFL STREET 64%
Publisher> EA Issue> #46

NHL 2003 69%
Publisher> EA Issue> #28

NHL HITZ 2003 80%
Publisher> Midway Issue> #28

NHL HITZ: PRO 90%
Publisher> Midway Issue> #42

NIGHTSHADE 73%
Publisher> Sega Issue> #46

NINJA ASSAULT 71%
Publisher> SCEE Issue> #27

NO ONE LIVES FOREVER 71%
Publisher> Vivendi Issue> #21

NY RACE 40%
Publisher> Wanadoo Issue> #17

ONI 62%
Publisher> Take 2 Issue> #07

ONIMUSHA 2 85%
Publisher> Capcom Issue> #27

ONIMUSHA 3 92%
Publisher> Capcom Issue> #50
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.

ONIMUSHA: BLADE WARRIORS 75%
Publisher> Capcom Issue> #45

OPERATION WINBACK 68%
Publisher> Koei Issue> #08

ORPHEN 56%
Publisher> Activision Issue> #04

PAC-MAN WORLD 2 75%
Publisher> SCEE Issue> #33

PARAPPA THE RAPPER 2 79%
Publisher> Sony Issue> #16

PARIS-DAKAR RALLY 60%
Publisher> Acclaim Issue> #15

PENNY RACERS 43%
Publisher> Midas Issue> #16

PERFECT ACE PRO TENNIS 38%
Publisher> Oxygen Int. Issue> #38

PETER PAN: LEGEND OF NEVERLAND 50%
Publisher> Sony Issue> #20

PITFALL: THE LOST EXPEDITION 71%
Publisher> Activision Issue> #47

PIGLET'S BIG GAME 60%
Publisher> Gotham Games Issue> #39

PIRATES: LEGEND OF BLACK KAT 38%
Publisher> EA Issue> #21

POLICE 24/7 49%
Publisher> Konami Issue> #19

POOL MASTER 45%
Publisher> Take 2 Issue> #05

POOL PARADISE 72%
Publisher> Awesome Studio Issue> #48

PORTAL RUNNER 55%
Publisher> 3DO Issue> #16

PREMIER MANAGER 80%
Publisher> Zoo Digital Issue> #31

PRIDE FC 75%
Publisher> THQ Issue> #34

PRIMAL 79%
Publisher> SCEE Issue> #33

PRISONER OF WAR 73%
Publisher> Codemasters Issue> #24

PRO EVOLUTION SOCCER 2 94%
Publisher> Konami Issue> #29
Konami's football hymnsheet will have have you singing with delight.

PRO EVOLUTION SOCCER 3 96%
Publisher> Konami Issue> #41
Refinement to the graphics and gameplay make this absolutely perfect.

PROJECT EDEN 86%
Publisher> Eidos Issue> #14

PROJECT ZERO 2: CRIMSON BUTTERFLY 82%
Publisher> Tecmo Issue> #45

TOP FIVE

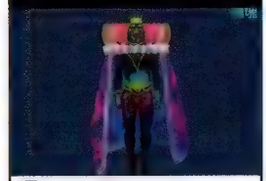
GTA VEHICLES

1. FAGGIO (VICE CITY)
2. HUNTER (VICE CITY)
3. STALLION (GRAND THEFT AUTO 3)
4. DODO (GRAND THEFT AUTO 3)
5. SANCHEZ (VICE CITY)

BEASTS

1. BLANKA (STREET FIGHTER)
2. KIHMARI (FINAL FANTASY X)
3. DONKEY (SHREK 2)
4. DAXTER (JAK 3)
5. RATCHET (RATCHET & CLANK)

ODD CHARACTERS



1. THE KING OF SPACE (KATAMARI DAMASHII)
2. MISTER MOSQUITO (MR. MOSQUITO)
3. KEEPA (FINAL FANTASY X)
4. VIB (VIB RIPPLE)
5. DONALD LOVE (GRAND THEFT AUTO)

MEN

1. SPIDER-MAN
2. BATMAN
3. SUPERMAN
4. RAYMAN
5. CATWO... MAN

BROWN ZONE

4X4 EVOLUTION 2 36%
18 WHEELER 36%
AIR RANGER RESCUE HELICOPTER 24%
ALPINE RACER 3 31%
ARMY MEN: GREEN ROGUE 18%
ATLANTIS 3: THE NEW WORLD 9%
BLITT UGLY MARTIANS: ZOOM OR DOOM! 4%
CATWOMAN 30%
CAT IN THE HAT, THE 27%
CHARLIE'S ANGELS 14%
CRASHED 12%
CURSE: EYE OF ISIS, THE 24%
CYCLONE CIRCUS: POWER SAIL 19%
DAVID BECKHAM SOCCER 24%
DISNEY'S DINOSAUR 35%
DNA: DARK NATIVE APOSTLE 17%
DONALD DUCK: QUACK ATTACK 29%
DRAGON'S LAIR 3D: SPECIAL ED 27%
ETERNAL RING 35%
EX ZEUS 39%
EVIL TWIN: CYPRIEN'S CHRONICLES 30%
FIGHTBOX 11%
FLINTSTONES, VIVA ROCK VEGAS 13%
FRANK HERBERT'S DUNE 22%
FROGGER BEYOND 15%
GAUNTLET 32%
CELEBRITY DEATHMATCH 33%
GODAI 26%
GO GO COPTER 37%
GO GO GOLF 15%
GRADIUS 3 & 4 29%
HIDDEN INVASION 21%
HUGO BUKKAZOOM 17%
INTERNATIONAL LEAGUE SOCCER 07%
IRON ACES 2 17%
JET ION GP 07%
KIDZ SPORTS: BASKETBALL 31%
KNIGHT RIDER 27%
LAKEMASTERS EX 36%
LARGO WINCH: EMPIRE UNDER THREAT 11%
LONDON RACER 2 29%
MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 23%
MUSIC MAKER 23%
POLAROID PETE 35%
POWERDROME: RACE OF CHAMPIONS 32%
POWERPUFF GIRLS, THE 29%
PRYZM: THE DARK UNICORN 35%
RC SPORTS COPTER CHALLENGE 36%
RUNABOUT 3 22%
SCORPION KING, THE: RISE OF THE AKKADIAN 23%
SEGA SOCCER SLAM 36%
SEVEN SAMURAI 20XX 13%
SHADOW OF ZORRO 35%
SHAUN PALMER'S PRO SNOWBOARDER 35%
SIMPSONS SKATEBOARDING, THE 09%
SKY SURFER 29%
SPACE INVADERS: INVASION DAY 30%
SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 23%
SUNNY GARCIA SURFING 33%
SUPERCAR STREET CHALLENGE 36%
SURFING H3O 32%
SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 08%
TETRIS WORLDS 32%
TERMINATOR 3: ROTM 35%
TOP ANGLER 22%
TWIN CALIBER 32%
WARRIORS OF MIGHT & MAGIC 24%
WDL WAR JETZ 29%
WHIRL TOUR 34%

PRO RALLY 2002 68%
Publisher> Ubisoft Issue> #22

PSI-OPS: THE MINDGATE CONSPIRACY 86%
Publisher> Midway Issue> #52

PTO IV 41%
Publisher> Koei Issue> #48

PUYO POP FEVER 85%
Publisher> Sega Issue> #46

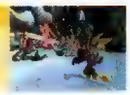
QUAKE 3 REVOLUTION 85%
Publisher> Bullfrog Issue> #08

RAINBOW SIX 3 77%
Publisher> Ubisoft Issue> #47

RALLY CHAMPIONSHIP 56%
Publisher> SCi Issue> #24

RALLY FUSION: RACE OF CHAMPIONS 68%
Publisher> Activision Issue> #29

RATCHET & CLANK 91%
Publisher> SCEE Issue> #29
A labour of love on every crafted level. Packing a ton of ingenious gadgets.



RATCHET & CLANK 2 85%
Publisher> SCEE Issue> #42

RAYMAN 48%
Publisher> Ubisoft Issue> #18

RAYMAN REVOLUTION 68%
Publisher> Ubisoft Issue> #05

RAYMAN 3: HOODLUM HAVOC 80%
Publisher> Ubisoft Issue> #34

RC REVENGE PRO 56%
Publisher> Acclaim Issue> #04

READY 2 RUMBLE: ROUND 2 82%
Publisher> Midway Issue> #04

RED CARD 80%
Publisher> Midway Issue> #23

RED DEAD REVOLVER 86%
Publisher> Rockstar Issue> #49

RED FACTION 88%
Publisher> THQ Issue> #11

RED FACTION 2 85%
Publisher> THQ Issue> #29

REIGN OF FIRE 71%
Publisher> Bam! Issue> #30

RESIDENT EVIL CODE: VERONICA X 80%
Publisher> Capcom Issue> #13

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RESIDENT EVIL SURVIVOR 2 CODE: VERONICA 41%
Publisher> Capcom Issue> #20

RESIDENT EVIL OUTBREAK (IMPORT) 86%
Publisher> Capcom Issue> #45

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION 80%
Publisher> Activision Issue> #38

REZ 66%
Publisher> Sony Issue> #18

RICHARD BURNS RALLY 66%
Publisher> SCi Issue> #51

RIDGE RACER 5 72%
Publisher> Namco Issue> #01

RIDING SPIRITS 46%
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RIDING SPIRITS 2 48%
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RING OF RED 74%
Publisher> Konami Issue> #10

RISE TO HONOUR 71%
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RISK 64%
Publisher> Atari Issue> #52

ROBOTECH: BATTLECRY 69%
Publisher> TDK Mediactive Issue> #30

ROBOT WARLORDS 46%
Publisher> Midas Issue> #08

ROBOT WARS: ARENAS OF DESTRUCTION 63%
Publisher> BBC Issue> #16

ROBOTICA 72%
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ROCKY 84%
Publisher> Rage Issue> #29

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Publisher> Kemco Issue> #45

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Publisher> Midas Issue> #47

ROMANCE OF THE THREE KINGDOMS VIII 70%
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RTX RED ROCK 55%
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RUNE: VIKING WARLORD 56%
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RYGAR: THE LEGENDARY ADVENTURE 79%
Publisher> Tecmo Issue> #33

SAMURAI 79%
Publisher> Bam! Issue> #25

SAMURAI JACK: THE SHADOW OF AKU 59%
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SAMURAI WARRIORS 80%
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SAVAGE SKIES 67%
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SCOOBY-DOO: NIGHT OF 100 FRIGHTS 64%
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SCOOBY DOO: MYSTERY MAYHEM 51%
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Beautiful design and a truly novel take on the stealth genre. A must for anyone.

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SHADOW HEARTS 60%
Publisher> Midway Issue> #21

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Publisher> Acclaim Issue> #20

SHADOW OF MEMORIES 80%
Publisher> Konami Issue> #06

SHELLSHOCK: NAM '67 73%
Publisher > Eidos Issue> #51

SHIFTERS 40%
Publisher > 3DO Issue> #24

SHINOBI 75%
Publisher> EA Issue> #35

SHOX 61%
Publisher> EA Issue> #28

SIREN 2 78%
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SHREK SUPER PARTY 58%
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SHOWDOWN: LEGENDS OF WRESTLING 72%
Publisher> Acclaim Issue> #50

SILENT HILL 2 88%
Publisher> Konami Issue> #15

SILENT HILL 3 87%
Publisher> Konami Issue> #36

SILENT HILL 4: THE ROOM 74%
Publisher> Konami Issue> #52

SILENT SCOPE 3 54%
Publisher> Konami Issue> #31

SILPHEED 51%
Publisher> Working Design Issue> #03

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SIMPSONS ROAD RAGE, THE 78%
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SIMS, THE 85%
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SIMS: BUSTIN' OUT, THE 79%
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SINGSTAR 90%
Publisher> SCEE Issue> #49
For people who don't like games. And for people who love games.

SKY ODYSSEY 79%
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SMASH CARS 54%
Publisher> Metro 3D Issue> #39

SMASH COURT TENNIS: PRO TOURNAMENT 87%
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SMASH COURT TENNIS: PRO TOURNAMENT 2 85%
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SMUGGLER'S RUN 75%
Publisher> Take 2 Issue> #03

SMUGGLER'S RUN 2: HOSTILE TERRITORY 77%
Publisher> Take 2 Issue> #17

SOCOM: US NAVY SEALS 82%
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SOCOM 2: US NAVY SEALS 90%
Publisher> Sony Issue> #44
Immersive and dramatic – this game alone is worth hooking up to broadband.

SOLDIER OF FORTUNE: GOLD EDITION 64%
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SOUL CALIBUR 2 93%
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The very best fighter money can buy. Comes complete with old man Heihachi.

SOUL REAVER 2 78%
Publisher> Eidos Issue> #17

SPAWN ARMAGEDDON 69%
Publisher> EA Issue> #47

SPEED KINGS 55%
Publisher> Acclaim Issue> #37

SPHINX AND THE CURSED MUMMY 64%
Publisher> THQ Issue> #46

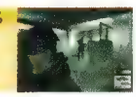
SPIDER-MAN: THE MOVIE 70%
Publisher> Activision Issue> #24

SPIDER-MAN 2 92%
Publisher> Activision Issue> #51
Best movie license ever. Best superhero game ever. Best *GTA* clone. Enough said.

SPLASHDOWN 75%
Publisher> Atari Issue> #16

SPLASHDOWN: RIDERS GONE WILD 71%
Publisher> THQ Issue> #40

SPLINTER CELL 91%
Publisher> Ubisoft Issue> #34
The ultimate 'boys with toys' action adventure that's full of surprises.



SPLINTER CELL: PANDORA TOMORROW 88%
Publisher> Ubisoft Issue> #51

SPY HUNTER 79%
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Publisher> Universal Issue> #30

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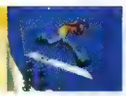
Publisher> EA Issue> #16
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.



SSX3 94%
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One of the few games to make you feel good about life. Responsive and thrilling.

STARSKY & HUTCH 77%
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Publisher> Codemasters Issue> #23

STAR WARS: BOUNTY HUNTER 62%
Publisher> Activision Issue> #31

STAR WARS: JEDI STARFIGHTER 80%
Publisher> Activision Issue> #22

STAR WARS: STARFIGHTER 85%
Publisher> Activision Issue> #09

STAR WARS: SUPER BOMBAD RACING 45%
Publisher> Activision Issue> #11

STAR WARS: THE CLONE WARS 69%
Publisher> Activision Issue> #33

STATE OF EMERGENCY 75%
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Publisher> Capcom Issue> #05

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STUNT GP 38%
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SUMMER HEAT BEACH VOLLEYBALL 56%
Publisher> Acclaim Issue> #39

SUMMONER 70%
Publisher> THQ Issue> #07

SUMMONER 2 73%
Publisher> THQ Issue> #29

SUM OF ALL FEARS, THE 57%
Publisher> Ubisoft Issue> #29

SUPER BUST-A-MOVE 78%
Publisher> Acclaim Issue> #04

SUPERFARM 60%
Publisher> Ignition Issue> #42

SUPERMAN: SHADOW OF APOKOLIPS 48%
Publisher> Atari Issue> #29

SUPER TRUCKS 45%
Publisher> Jester Issue> #22

SWAT GLOBAL STRIKE TEAM 82%
Publisher> Vivendi Issue> #42

SWING AWAY GOLF 70%
Publisher> EA Issue> #05

SX SUPERSTAR 53%
Publisher> Acclaim Issue> #38

SYPHON FILTER: THE OMEGA STRAIN 75%
Publisher> SCEA Issue> #50

TAK AND THE POWER OF JUJU 70%
Publisher> THQ Issue> #47

TAZ: WANTED 70%
Publisher> Atari Issue> #28

TD OVERDRIVE 64%
Publisher> Atari Issue> #23

TEENAGE MUTANT NINJA TURTLES 56%
Publisher> Konami Issue> #47

TEKKEN 4 90%
Publisher> SCEE Issue> #27
Way more of everything than the stopgap *Tournament* title. Brilliant.

TEKKEN TAG TOURNAMENT 87%
Publisher> SCEE Issue> #04

TENCHU: WRATH OF HEAVEN 70%
Publisher> Activision Issue> #34

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THING, THE 83%
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Publisher> Sony Issue> #28

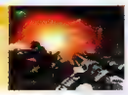
THIS IS FOOTBALL 2004 75%
Publisher> Sony Issue> #47

THUNDERHAWK: OPERATION PHOENIX 79%
Publisher> Eidos Issue> #14

TIGER WOODS PGA TOUR 2004 81%
Publisher> EA Issue> #40

TIME CRISIS 2 78%
Publisher> Sony Issue> #16

TIMESPLITTERS 2 95%
Publisher> Eidos Issue> #28
Stunning multiplayer action PLUS a massive, varied single-player mode too.



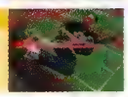
TOCA RACE DRIVER 82%
Publisher> Codemasters Issue> #26

TOKYO ROAD RACE 45%
Publisher> Midas Issue> #36

TOMB RAIDER: THE ANGEL OF DARKNESS 58%
Publisher> Eidos Issue> #38

TONY HAWK'S PRO SKATER 3 96%
Publisher> Activision Issue> #17
A divinely-pitched challenge that'll keep you busy. Out now on Platinum.

TONY HAWK'S PRO SKATER 4 94%
Publisher> Activision Issue> #30
Despite not having the impact of *THPS3*, we suggest you get this version first.



TONY HAWK'S UNDERGROUND 92%
Publisher> Activision Issue> #42
Hardcore innovation meets cheesy execution. Tough, addictive and varied.

TOP GEAR DARE DEVIL 62%
Publisher> Planet Issue> #04

TOP GUN: COMBAT ZONE 67%
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TOTAL IMMERSION RACING 71%
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TUROK EVOLUTION 73%
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TY THE TASMANIAN TIGER 50%
Publisher> EA Issue> #29

UEFA CHALLENGE 56%
Publisher> Atari Issue> #12

UEFA CHAMPIONS LEAGUE 2001/02 48%
Publisher> Take Two Issue> #18

UEFA EURO 2004 70%
Publisher> EA Issue> #49

UFC: SUDDEN IMPACT 70%
Publisher> Take 2 Issue> #51

UFC: THROWDOWN 75%
Publisher> Ubisoft Issue> #27

UNLIMITED SAGA 41%
Publisher> Atari Issue> #42

UNREAL TOURNAMENT 82%
Publisher> Atari Issue> #07

URBAN FREESTYLE SOCCER 72%
Publisher> Acclaim Issue> #45

USA RACER 37%
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VAN HELSING 67%
Publisher: VU Games Issue> #49

VEXX 73%
Publisher> Acclaim Issue> #34

VIB RIPPLE 58%
Publisher> Sony Issue> #52

VICTORIOUS BOXERS 80%
Publisher> Empire Issue> #14

VIRTUA COP: ELITE EDITION 44%
Publisher> Acclaim Issue> #30

VIRTUA FIGHTER 4 EVOLUTION 87%
Publisher> Sega Issue> #36

VIRTUAL-ON: MARZ 56%
Publisher> Sega Issue> #39

VIRTUA TENNIS 2 88%
Publisher> Acclaim Issue> #30

V-RALLY 3 81%
Publisher> Atari Issue> #24

WACKY RACES 63%
Publisher> Atari Issue> #11

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY 65%
Publisher> Activision Issue> #37

WALLACE AND GROMIT IN PROJECT ZOO 69%
Publisher> Bam! Issue> #41

WARHAMMER 40,000: FIRE WARRIOR 65%
Publisher> THQ Issue> #40

WAR OF THE MONSTERS 69%
Publisher> SCEE Issue> #34

WAY OF THE SAMURAI 80%
Publisher> Capcom Issue> #50

WDL THUNDER TANKS 69%
Publisher> 3DO Issue> #06

WEAKEST LINK, THE 60%
Publisher> Activision Issue> #16

WHIPLASH 72%
Publisher> Eidos Issue> #46

WHITEOUT 45%
Publisher> Konami Issue> #44

WHO WANTS TO BE A MILLIONAIRE 2 53%
Publisher> Eidos Issue> #17

WILD ARMS 3 71%
Publisher> Ubisoft Issue> #33

WILD WILD RACING 71%
Publisher> Rage Issue> #03

WINNING ELEVEN 7 INTERNATIONAL 89%
Publisher> Konami Issue> #50

WINNING ELEVEN 8 92%
Publisher> Konami Issue> #53
A digital depiction of footballing brilliance second to none.

WIPEOUT FUSION 73%
Publisher> Sony Issue> #19

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK 49%
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WORLD CHAMPIONSHIP SNOOKER 2004 80%
Publisher> Codemasters Issue> #51

WORLD RALLY CHAMPIONSHIP 2 85%
Publisher> SCEE Issue> #29

WORLD RALLY CHAMPIONSHIP 3 89%
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WORLD CHAMPIONSHIP RUGBY 55%
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WORLD WAR ZERO: IRONSTORM 77%
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WORMS BLAST 57%
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WRECKLESS: THE YAKUZA MISSIONS 38%
Publisher> Activision Issue> #30

WWE CRUSH HOUR 49%
Publisher> THQ Issue> #37

WWE SMACKDOWN! SHUT YOUR MOUTH 82%
Publisher> THQ Issue> #29

WWF SMACKDOWN! JUST BRING IT 80%
Publisher> THQ Issue> #16

XGRA: EXTREME G 75%
Publisher> Acclaim Issue> #40

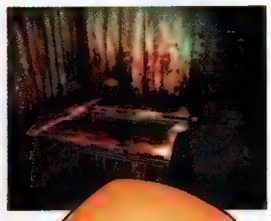
X-MEN: NEXT DIMENSION 67%
Publisher> Activision Issue> #31

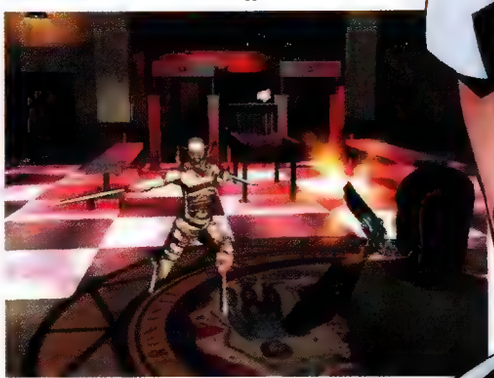
X-MEN: WOLVERINE'S REVENGE 75%
Publisher> Activision Issue> #36

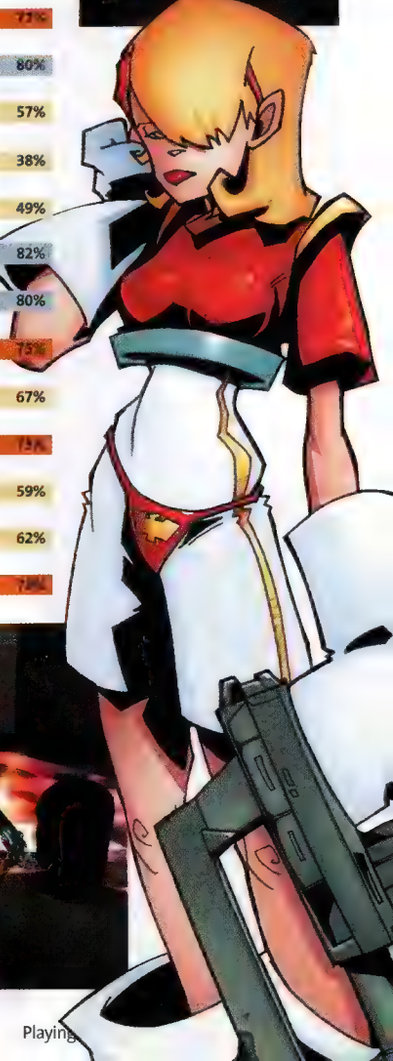
X SQUAD 59%
Publisher> EA Issue> #06

YU-GI-OH!: DUELLISTS OF THE ROSES 62%
Publisher> Konami Issue> #41

ZOE 2: THE 2ND RUNNER 78%
Publisher> Konami Issue> #35







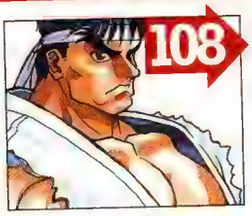
QUICK TIP: DRIV3R FOR INVINCIBILITY, GO TO THE MAIN MENU AND PRESS ○, ○, L1, R1, L2, R2, R2.

PRO

TRAINING YOU IN THE DARK ARTS OF PS2

101 WINNING ELEVEN 8
It's the cheat to end all cheats – and lose you all your friends. Avert your eyes from the little box at the bottom...

102 SECOND SIGHT
The hardest bits of John Vattic's brain-straining adventure taken apart? Don't 'mind' if we do. Ah-ha-ha-ha-ha.

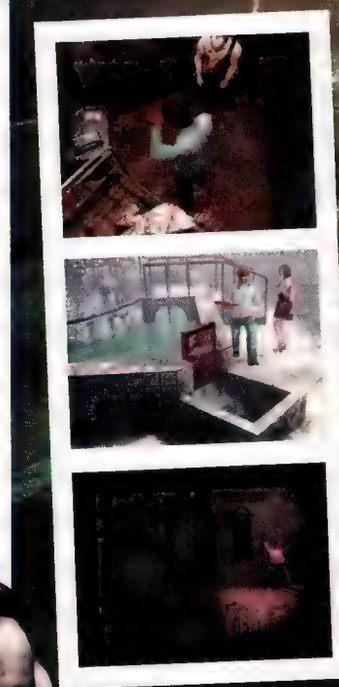


108 ULTRA DOJO
Are you great at games? Have you just discovered a glitch in your favourite game? Send us a tape and get yourself in the mag and on DVD.

PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level-by-level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use @ to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers challenge arena – the Ultra Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you, you can be sure our tips are just that – straight-to-the-point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by 'casual gamers'. You get what you need month in, month out.
- PSM2 – playing PS2 longer, harder, faster!



SILENT HILL 4

TIP OF THE MONTH

Clean those trolleys and dry those eyes – we're here to help.

If we didn't know better, we'd say Konami were trying to make the world a better place with *Hill 4*. Sure, there's a bit of zombie-bludgeoning in this latest effort – but it turns out that what's really important is keeping your flat tidy and being nice to girls. Just like real life. Makes you think, no?

THE END

There are four endings in Silent Hill, and it all depends on two factors. First, for the good endings, you have to take care of Eileen during the game – during the final fight she'll walk into a puddle of blood, and if you've let her get injured during the game she'll walk faster, giving you less chance to finish the boss before she drowns. Secondly, you have to leave your room clear of spirits. Here's how it breaks down.

Woman lives, room clean of spirits: Escape (Good+)
Woman lives, room full of spirits : Mother (Good)
Woman dies, room clean of spirits : Death (Bad+)
Woman dies, room full of spirits : 21 Sacraments (Bad)

And here's what it all unlocks:

CHAINSAW

Beat the game once, save and load the new data. Then, in the Forest World, near the car, search for a cut trunk, the Chainsaw is right beside it.

SUBMACHINE GUN

If you have a 90% or better completion rating, your ending text from the save file will be in a different color. This means you can get a

tips

submachine gun for your companion in Room 102 of the apartments the first time through. It's quite powerful, but it's really not worth it, as it injures her spontaneously.

CYNTHIA'S SPECIAL COSTUME
Finish the game with all four endings on one slot. Start a new game and select Eileen's nurse uniform to have Cynthia wearing her special costume.

EILEEN'S NURSE COSTUME
Complete the game on any skill level and then restart using the same save. Check room 303 for the costume. It can be selected on the 3rd run through.

ONE WEAPON MODE
Get 10 big stars in hard mode. In this mode, you will find that at the beginning of the subway the first time through, every weapon (except the handgun) will be laid out on the ground. When you take one, the rest will disappear. This means you must beat the game using only the weapon you chose and the handgun, which you will find in the normal spot.

APARTMENT REPLENISHMENT
f you beat One Weapon mode with 100%, you can select difficulty to the left as well, in green. This has the same

weapon lineup as One Weapon mode, but you can take as many as you want. Also, there are now ten health drinks in your refridgerator and six cases of handgun ammo in the laundry room every single time you come back to your room. Makes the game an absolute walkover, non?

FORMULA ONE 2004

ALTERNATE ENDING
In Time Attack, beat the record in Austrailia

JORDAN 191
Finish the Arcade Season in 1st place

LOTUS 72E
Win the Simulation Championship

JORDAN 191
Win an arcade race to unlock this classic car

CRIMSON SEA

B ABILITY
A Town in Panic

G ABILITY
Get all S-Ranks on Operation Network

HP BOOSTER 2
Get all S-Ranks on Deadly Energy

NP ABILITY
Get all S-Ranks on Remnants of Times Past

NP BOOSTER 2
Get all S-Ranks on Rescue Daisy

NP CONVERTOR 1
Get all S-Ranks on Poisoned Una

NP CONVERTOR 2
Get all S-Ranks on Fiery Seguido Base

REPLICATOR
Get all S-Ranks on Crimson Sea

RESERVE 2
Get all S-Ranks on Soul of Semplice

SIPHON 1
Get all S-Ranks on The Stolen IAG Badge

WINNING ELEVEN 8

Surely they'll fix this for PES4. Surely?...

Import game owners use this at your peril – it's your passport out of gentlemanly society. When you score a goal, quickly pause the game and select the replay option (second from bottom). Every time you select and watch the replay another goal will be added on to your score. To get this to work you need to pause it when the entire ball is over the line but before your player runs off to celebrate.

SIPHON 2
Get all S-Ranks on A New Menace

SURGE 1
Get all S-Ranks on The Prototype

SURGE 2
Get all S-Ranks on The Menace Hordes

TRAINER 1
Get all S-Ranks on Prestsite in Darkness

TRAINER 2
Get all S-Ranks on Valley Stalker

VIPA SUIT 2
Get all S-Ranks on Lab at Movindo

VITALIZER 1
Get all S-Ranks on The Crafty Menace

VITALIZER 2
Get all S-Ranks on Battle of the Minefield

RISK: GLOBAL DOMINATION

BONE DICE
After one turn, conquer two continents to unlock the special death dice. Note: You must not have control of any territory on either continent at the start of that turn for this (rather bizarre) bonus cheat to work.

VIEWTIFUL JOE

PLAY AS SYLVIA
Complete the game in Adult mode to unlock Sylvia.

PLAY AS ALASTOR
Successfully complete the game in V Rated mode to unlock Alastor.

PLAY AS CAPTAIN BLUE
Successfully complete the game in Ultra V Rated mode to unlock Captain Blue.

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

AMERICA'S MOST WANTED (M)

YONM-18HE-6QMBN
D29X-GFVU-X7DHQ

HAVE ALL WEAPONS IN LEVEL
GHB8-0UG2-C35MA
FCPV-03XQ-P6ZDX

DISPLAY CAMERA DEBUG
NMRN-6H8J-K9H18
BTRT-FPGC-45BBY

WALK THROUGH WALLS
HB7W-3X0B-QBKGG
AVCY-NXT3-XEBX3

GOD MODE
0PGT-GC15-ZNT7N
50Y8-CM94-EJC32

STUPID ENEMIES
C7NU-3ZXC-BVX79
W91A-MGMM-G89K0

INFINITE AMMO
1X3R-17NB-0NZ5N
0G6Y-TPHQ-45PCW
22 BCA99B87

HAVE TONS OF POINTS
DG87-UBK4-VFR8U
PT29-8GZU-HXM29

HEADHUNTER: REDEMPTION (M)

KG6Y-YBD6-Y25X1-MFXD-PXRP-CQWGU-QUQU-Y4M1-ZZUVE
FBY0-P63C-1R0BQRV1V-UUYN-FDG2U

DEBUG MODE
J4PN-NV4Z-YEAE0
FWFW-XYFY-PTCTW

INFINITE HEALTH
ZER4-QHPZ-56PGT
1R4R-WJHT-WFRP0
3YA1-APJA-YTG90

INFINITE AMMO
6QWE-P36X-0YC5B
KQNT-DBEB-KQ94K

60 HERTZ MODE
FHXA-BTUW-FV19N
QCJG-5FQJ-4GJQU

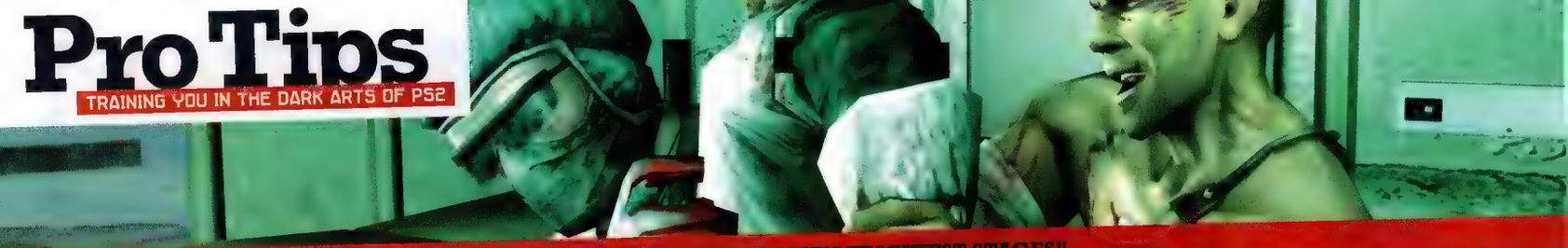
SEEK AND DESTROY (M)

NA59-HHPM-U72083B6D-A7RQ63499

HAVE LOTS OF CASH
DMKY-TQPA-KEXEB0CQ9-JB68-E5BVH

ALL WEAPONS/ GEAR FOR TANK
8Q5V-CBFD-BD3PQ
DW03-070W-BJPGG
MXXQ-QN5Q-H2EF1

ALL TANKS AVAILABLE
3MAP-16D7-AXM09
FPX7-VDKE-TG66W
QCJG-5FQJ-4GJQU



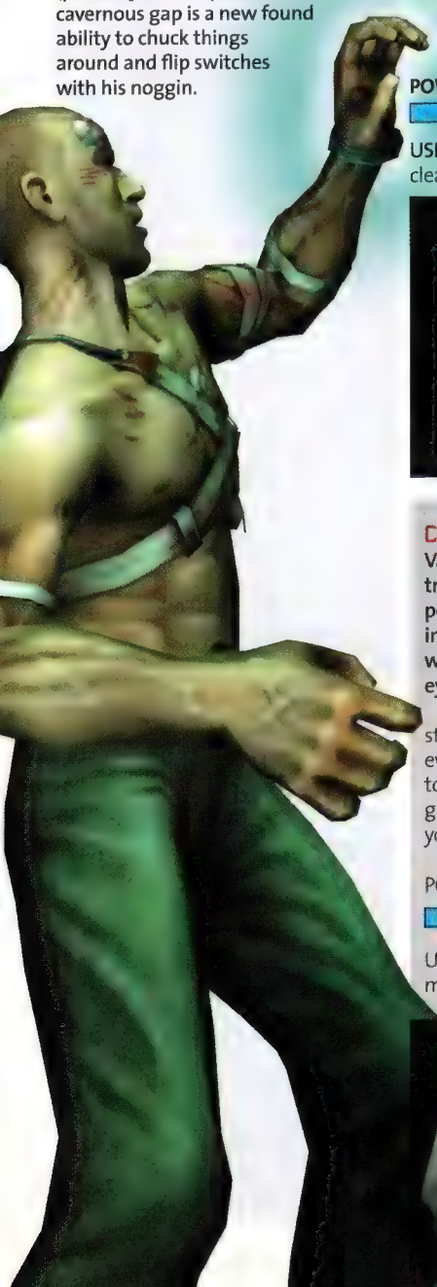
"LEARN THE BEST WAYS TO USE YOUR POWERS AND CRACK THE GAME'S TRICKIEST STAGES"

SECOND SIGHT

Is this psychic adventure driving you mental? PSM2 walks your weary brain through the most infuriating sections of everyone's favourite mind-over-matter toss-'em-up.

POWERS

Waking up in a strange medical facility, protagonist John Vattic discovers that his mind is not all it used to be. He has no memory, all information pertaining to his whereabouts are gone and he's forgotten how to tie his laces (probably). But in place of this cavernous gap is a new found ability to chuck things around and flip switches with his noggin.

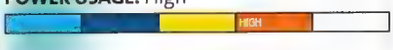


HEALING

Vattic channels the power of his mind to accelerate his own healing and restore his damaged body. While concentrating on this power, Vattic is vulnerable to attack, so nestle yourself under a table or behind a locker before you go for it.

Also, you can heal team members who've suffered heavy damage; Colonel Starke, for example. Just lock on to the character, and use the healing ability as normal. Very handy when the AI cocks up and leaves you hanging.

POWER USAGE: High



USE WHEN: You're desperate, the coast is clear, or you're well hidden.

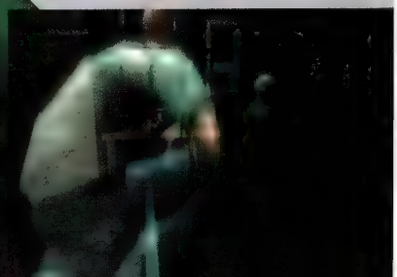
CHARM

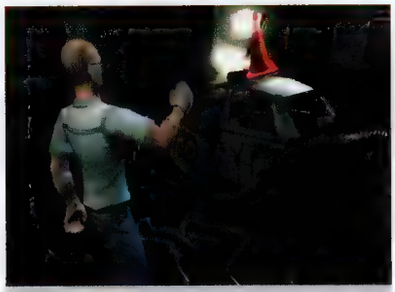
Vattic can wrap himself in a veil of translucent psychic energy. While in this power-sapping state, he appears invisible to bemused guards and can wander around as he pleases. Keep your eye on the power meter, though.

Later, standing beside enemies in this state and tapping X lets you control their every action. You can even coerce them to top themselves in a (hilarious) gruesome manner, if that kind of thing is your bag, you sick puppy.

POWER USAGE: Medium

USE WHEN: Faced with a group of non-moving enemies.



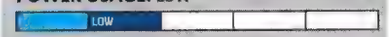


TELEKINESIS

By focusing his thoughts on a single object, John can move it. As you become more experienced with telekinesis, you'll be able to lift heavier objects, including corpses and metal crates.

If you use telekinesis on a hapless guard, he'll be choked until he dies Darth Vader-style, which is arguably the most useful power in the game and well worth saving power for. You can also form cover by scattering items around.

POWER USAGE: Low

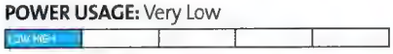


USE WHEN: Puzzles need solved or simply when people need to be killed.

PROJECTION

Vattic can force his mind to leave his body for short periods of time. The astral projection can move through otherwise impassable laser beams, allowing Vattic to deactivate the security and pass through in physical form. Very handy.

POWER USAGE: Very Low

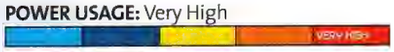


PSI BLAST

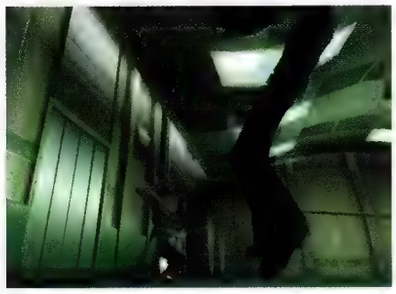
This highly destructive concentration of psychic energy can be hurled at adversaries with lethal results. Lock on to an enemy and use the power to knock them over or into objects with a mental shockwave.

You can also unleash a burst of energy that wipes out everyone around you. Simply hold down the R2 button and charge up. When released, your foes will topple beneath your feet, leaving them stunned and ripe for killing with your choice of guns or further psi-attacks.

POWER USAGE: Very High



USE WHEN: You're in a crowded area, in trouble and under heavy gunfire.



You can also use this power to scout out the area, but you cannot attack while your in your fuzzy disembodied state. Computers can be accessed and switches thrown, but that's about as physical as it gets unfortunately. This effect lasts for about one minute.

USE WHEN: You need to scout the area ahead for guards and obstacles.

TOP TEN TIPS

1. Using telekinesis among a large group of enemies will cause them to freak out and run for cover. Remember this, then shoot the buggers.

2. If you're presented with a problem involving a time limit on a door, the solution always involves projecting yourself to the switch.

3. Search computers thoroughly. Key plot points and other useful information can be found nestled in their hard drives.

4. Security cameras can see through your charm ability. To get past them, take out the lens with non-psychic well-placed bullet.

5. Grab innocent bystanders from behind. Vattic will interrogate them, revealing information, and sometimes additional weapons.

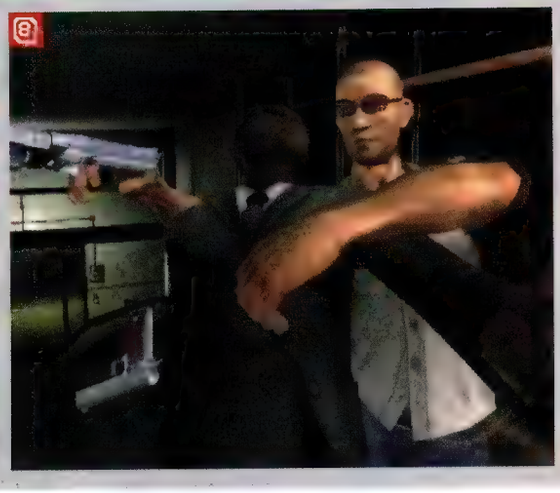
6. When peeking from a closet, enemies cannot see you. Take this opportunity to prime your weapon and shoot them in the face.

7. When working with the gang in the streets level, let them take the flak from the agents. Run towards the fire escape and ignore the gun fight.

8. When you grab a guard, you can throw them into groups of people, knocking everyone over. Then once they're messed up, unleash a psi blast.

9. Make sure felled enemies are actually dead before proceeding. If they're knocked out, they'll wake up and raise the alarm.

10. You can heal and shoot while hiding, under tables, peeking through doors, inside air vents – wherever. All of your actions are available.



THE HARD BITS

CROSSING THE LOBBY

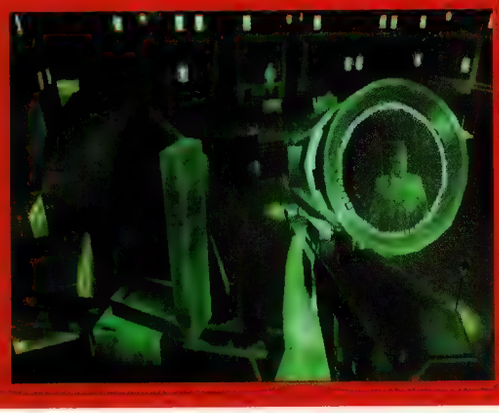
The first real challenge comes in the form of the medical facility lobby. Don't bother trying to kill the cops outside; they'll just respawn. Firstly, you can use a psi burst to temporarily stun them. Secondly, by using the notice boards strewn around, you can pick them up and use them as floating cover. Thirdly, and most easily, you can hop across the strip of fountain in the middle of the room. On the other side, either enter the door (dangerous) or the air vent.

CLEARING THE GAS

In order to escape from the medical facility, you have to de-activate the barriers blocking your escape route. The room you need to do this is contaminated with poison gas, but don't fret – see the extraction fans behind the glass? Equip the telekinesis ability and flick through your targets until they're in your sights. Then, with a tweak of R2, the fans clear the room of gas and you're free to escape the facility. Most puzzles in *Second Sight* work to this logic.

ENTERING THE ASYLUM

See the watchtower? The searchlight? And the multitude of guards? Well, ignore them. In two relatively simple steps, you can get in the asylum in seconds. Firstly, get behind the fence and wait for the guard to saunter over the shed to the far left of the level. When he does, unleash a psi burst and knock him over the fence. Snatch his gun and use charm to sneak up the stairs. To the right of the statue is an open window. Simply climb in and the job's done.



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M = 1 3

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Ty the Tasmanian Tiger

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ULTRA DOJO

Welcome to the Dojo, young grasshopper, a mystical meeting point where expert gamers share their dark gaming secrets, ridicule plucky challengers and stake their claim in history. Are YOU up to the test?

HOW IT WORKS:

These pages are for people who *love games to death*. The type of people who pore over manuals, learn lists of arcane rules and techniques by heart, strive for the top score on every track in every game and play until their fingers smoke. Haven't got the time? Don't fret. We're also looking for people who love their favourite games, who might not have been arsed to master Secret Level X or found the 300 Magical Lead Hats – but who discovered some whacky/odd/secret/mental gameplay quirk that they want to share with the world. Piling up bodies in *Hitman: Contracts*, wobbly physics in *Driv3r*, a pedestrian in *GTA3* who looks like Noel Edmonds... *no discovery is too trivial*. So if you think you've got what it takes, send us the evidence. Your chosen game can be as old as you like (but we do like a smattering of new titles) and no particular genre is frowned upon. So send us your tapes, Dojo hopefuls. Good luck...

ATTENTION! WE WANT YOU!

Yes, things are about to change in Dojo land again, so we want to know what you'd like. We aren't bringing six pages of horrible tables back, but we're going resurrect some of the leaderboards of old for the true hardcore out there. What do you want? Send your ideas (and tapes!) to the usual address, or e-mail psm2@futurenet.co.uk.

DEFINING MOMENT OF THE MONTH!

DARK WATCH

by Matthew Truscott

Now this is insane. The hardest bosses in *Final Fantasy* history, the Dark Aeons, have been completely wasted before our saucered eyes.

What's his strategy? Well, studying the tape reveals much. A quick flash of the menu screen shows that he's maxed out his stats, and is toting full hit points – a massive achievement in itself.

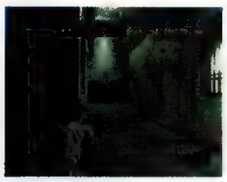
Things kick off with Yojimbo, the assassin samurai. Tidus strikes with his sword at maximum damage, but still it takes centuries for the bugger to fall.

Then there's the Sisters – three ultra-hard dark aeons in a row. Using his high-level magic and lethal strikes, Matthew obliterates all three of them in no time.

Then it's the big man: Penance. Still, no challenge presents itself and the beast is levelled. This is true *skill*.

READER THROWDOWNS!

Unbeatable at games? Put YOUR high scores to the test in PSM2.

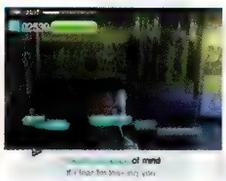


SPLINTER CELL 2 Paris Subway

by Steve 'Shy' McCrossan
Kill Counter: Zero

What I Did: "In response to your challenge, I crept through the subway without killing anyone. Great, eh?"
Tricks? "Sticky shockers, dude! They're the key to popping off guards without spilling any blood 'n guts."

Also kicking ass...
Rich Hunter
Thomas Mckay
Dillon Butler 5 kills

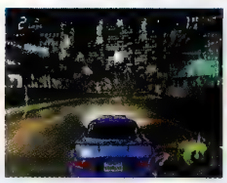


SINGSTAR "Heart Of Glass"

by Lee 'Shrill' Hammond
Score: 6720

What I Did: "Sang my face off and still found the time to slip in some 'wikkid' dance moves."
Tricks? "I'm only a little feller, so I have a perfectly shrill voice for this track. As for the dancing? The chicks flip for it. No diggety."

Also kicking ass...
John Reilly 5555



NEED FOR SPEED UNDERGROUND

by Adam 'Rake' Povey
Time: 41'48

What I Did: "Tore 'round Olympic Square and notched up this stellar time."
Tricks? "It's all about the perfect line. Keep tight, steady and fast and the track will bow before you like a loyal pooch." That and a fast car too, eh?

Also kicking ass...
Calvin Dowd

EYETOY: GROOVE "We Are Family"

by Grant 'Shakes' Barter
Score: 9579

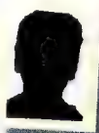
What I Did: "Danced like a madman... again! Yes, I can't get enough ass shaking."
Tricks? "Man, when you've got the groove, it ain't no thang." Hmm, but spazzing out and waving your arms also helps.

Also kicking ass...
Steven Edwards 3187

HITMAN: CONTRACTS

by Aaron 'Bins' Dixon
Rating: Silent Assassin

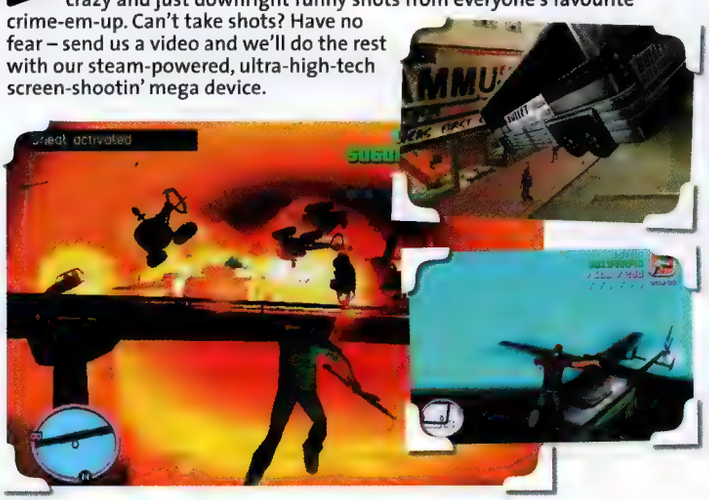
What I Did: "Snuck through the Slaying A Dragon mission without killing anyone but my targets."
Tricks? "I learned the level. Simple as that, really. Predict the AI and the SA rank is yours." Nice work, Mister.



Also kicking ass...
Sean Tadder Mass Murderer

POSTCARDS FROM... GTA: VICE CITY

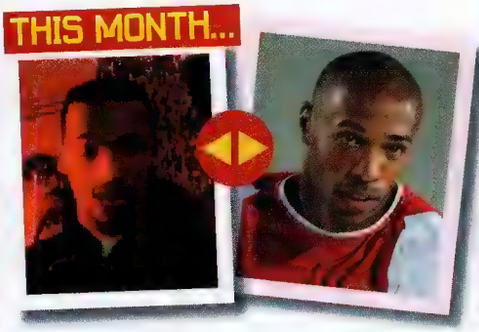
Vice City is a beautiful game, and in light of this we want your lush, crazy and just downright funny shots from everyone's favourite crime-em-up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screen-shootin' mega device.



LOOK-A-LIKES

We want your suggestions, photos and created characters – does your dog bear an uncanny resemblance to Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...



Carl Johnson
Gangsta Thug

Thiery Henry
Footballing Frenchie

from David Savage, via email
"Maybe Henry is doing CJ's voice? 'Va-va-voom, muddy funkster!' Or something..."

PSM2, ULTRA DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
Thank God all those big scary tables have gone! I'm brilliant at games and want to show you what I can do.

And I enclose... MY PHOTO ☐ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ☐ (wound to just the right place)

Check out my tape, it's got this on it:

.....

.....

.....

And this is why – and more importantly how – I did it...

.....

.....

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Name.....
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INSANE CHALLENGE OF THE MONTH

We make you do fiendish things in games. For kicks.

Every month the PSM2 team challenges you to beat their craziest high scores, or top a list of gaming madness. We'll print the best entries the month after with exceptional achievements – or just plain silliness – appearing on the DVD. Get gaming!

THIS MONTH: ONIMUSHA 3

The Training Challenge

Most of you have already finished *Onimusha 3*, so we want footage of your training runs. Fight your way through all of Samanosuke's rock hard training missions, reaching expert level and record your excellence. We'll feature the highest achiever on the DVD.

HOW TO ENTER

STOP PRESS: HOT NEW METAL GEAR SOLID 3: SNAKE EATER TRAILER ON DVD! IT'S A STORY-SPILLING EXCLUSIVE!

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

KILLZONE

We load up our reviewing rifles and deliver the one true verdict. This is the definitive review and the truth will shock you. Ready, aim, fire!

PRO EVOLUTION SOCCER 4

The Japanese version is done and dusted, but there's still the small matter of the PAL release. Let's kick balls!

THUG 2

Sure, it's gone all daft, but it could be the best skater on PS2. Forget the men in pants, aliens and wheelchair-bound kids – more Tony Hawk is a good thing, right?

You want more?! Of course we've got more! Expect reviews of *Resident Evil Outbreak: File 2* and *Rocky Legends*, plus loads more of the latest on *Destroy All Humans!* And more!

WORLD EXCLUSIVE REVIEW!

Month
grand theft auto
San Andreas
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YEAH - usher feat ludacris & lil jon #	113546
HOTEL - cassidy feat r kelly #	113514
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